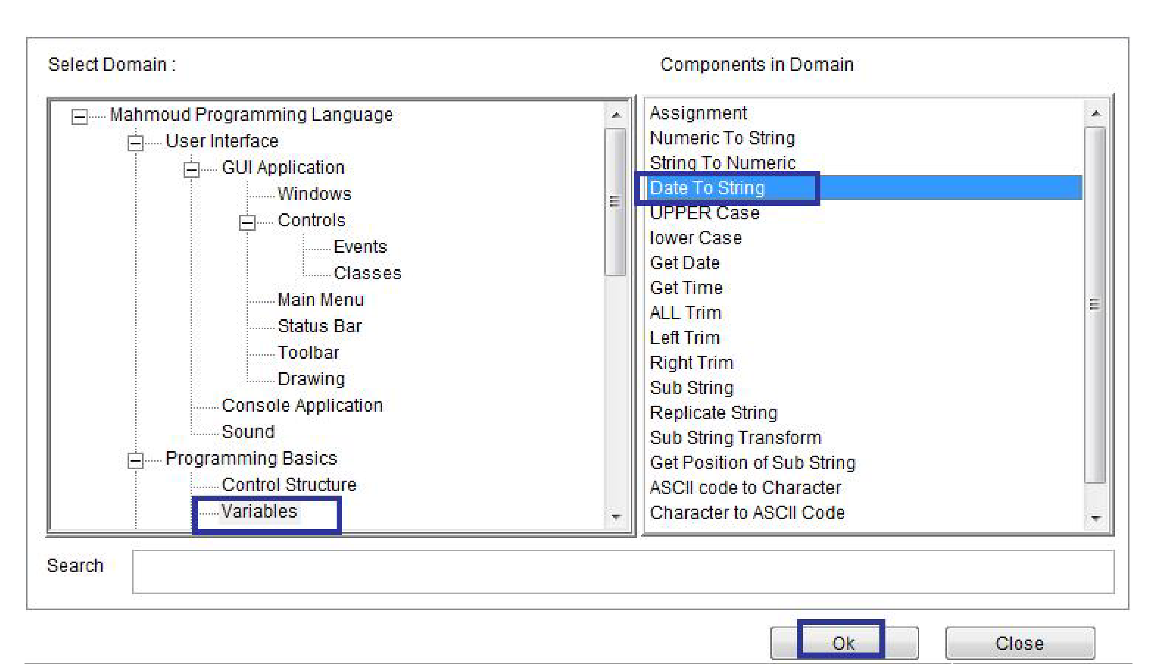


http://www.sourceforge.net/projects/doublesvsoop

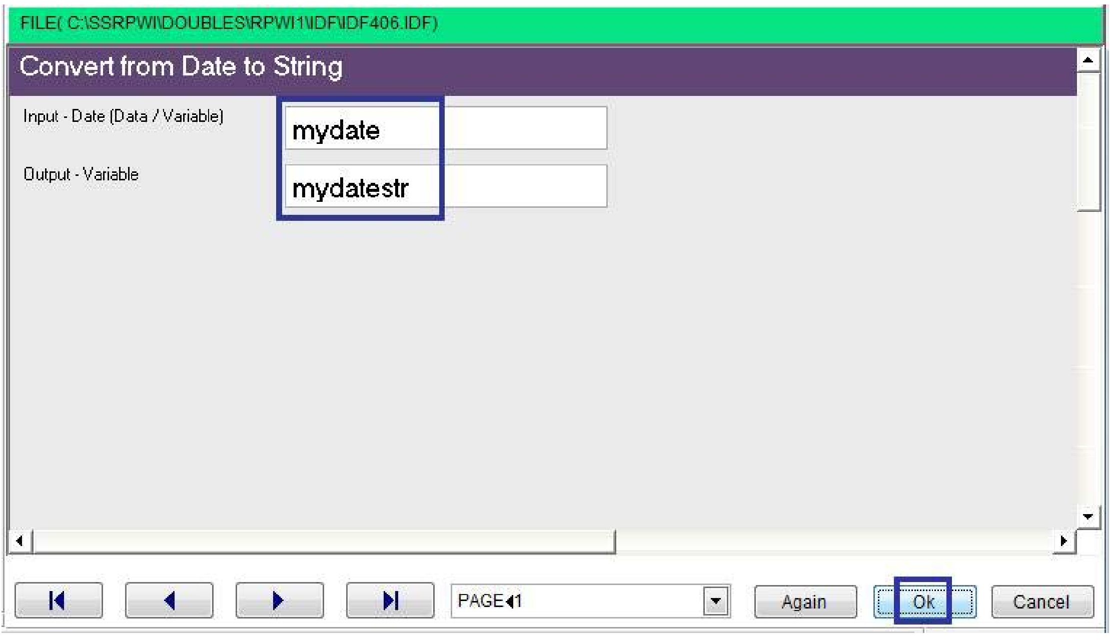
By
Mahmoud Fayed
msfclipper@users.sourceforge.net

`

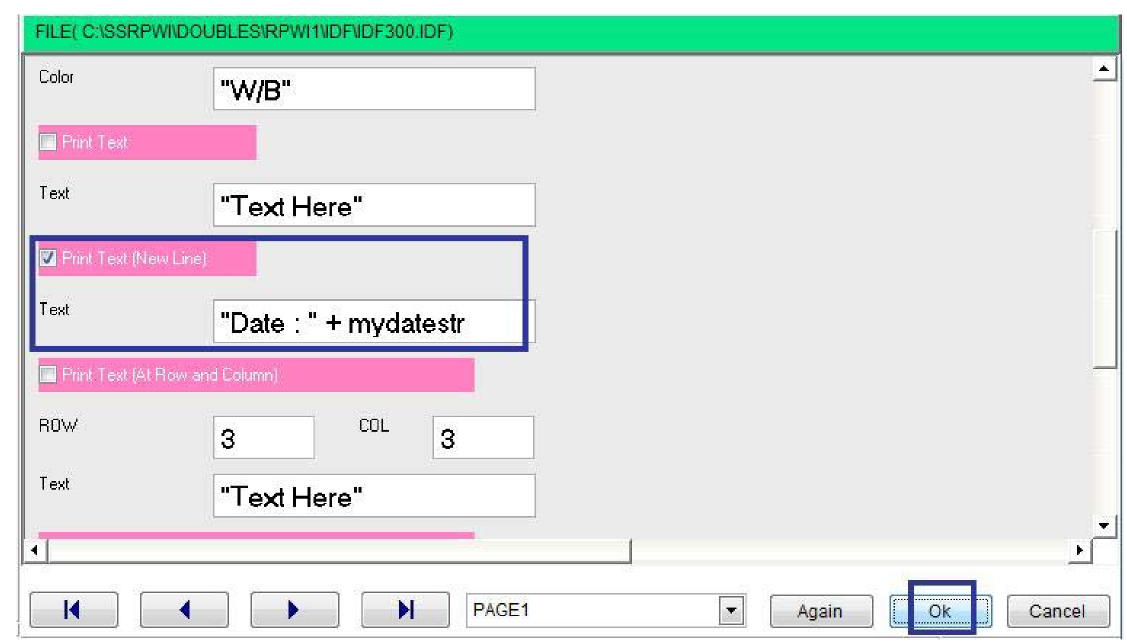
جدول المحتويات



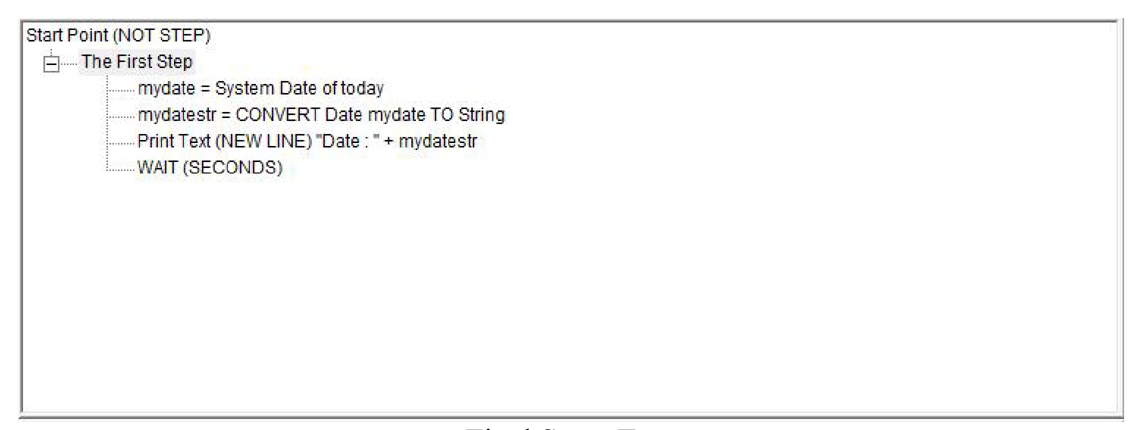
Domain (Variables) – Component (Date to String)



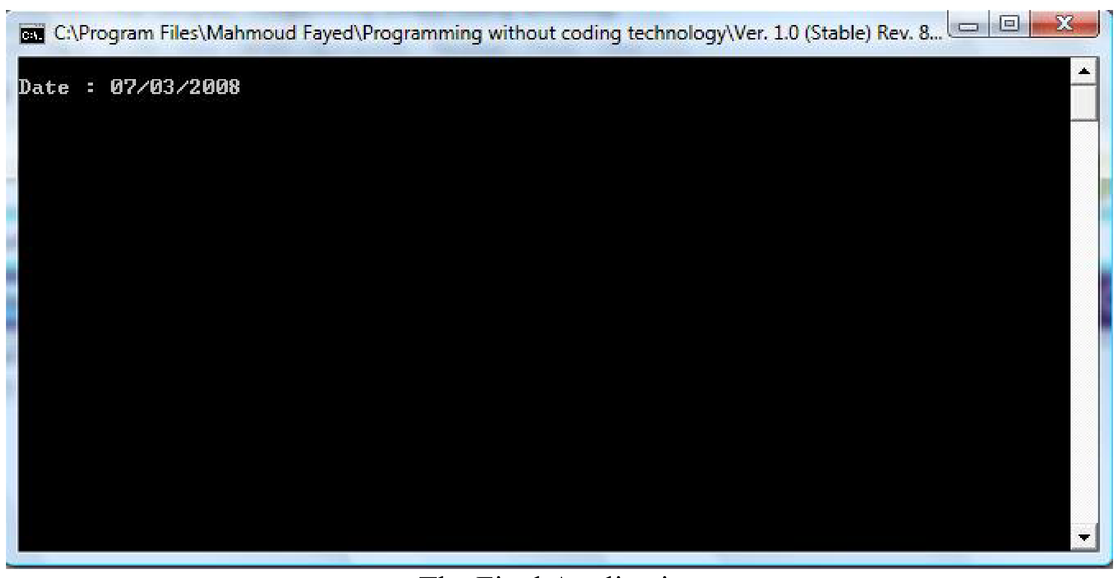
Interaction Page



Interaction Page



Final Steps Tree



The Final Application

ASCII Code

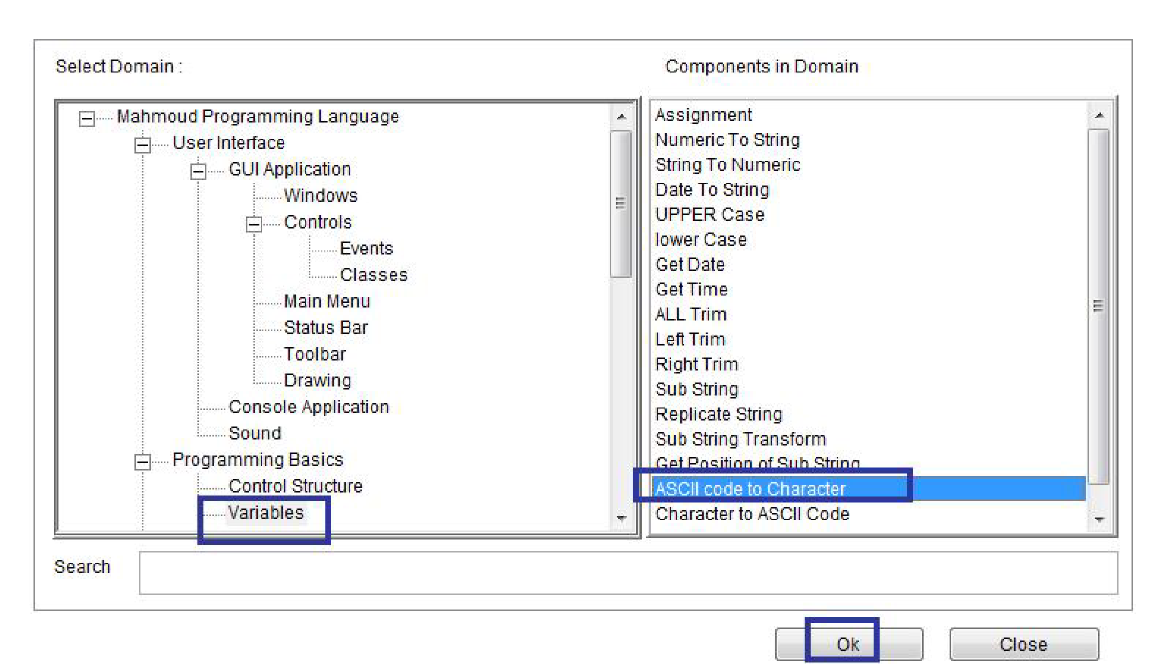
Components

- ASCII code to character
- Character to ASCII code

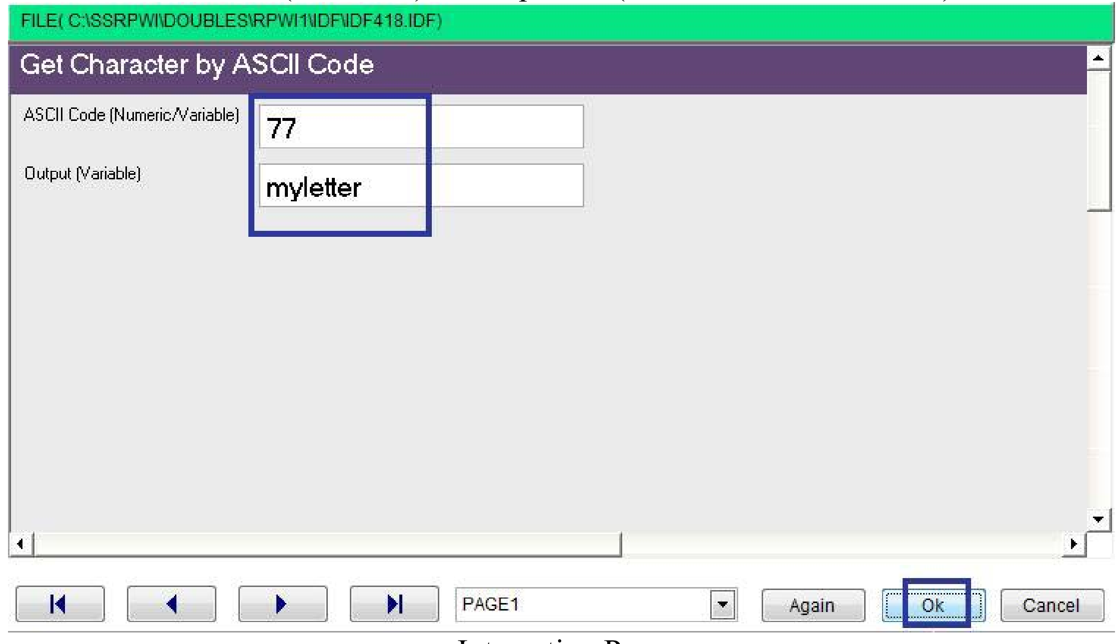
ASCII Code to character

- Domain (Variables)
- Component (ASCII Code to character)

Example - Screen shots:-



Domain (Variables) – Component (ASCII Code to character)



Interaction Page

FILE(C:\SSRPWI\DOUBLES\RPWI1\IDF\IDF301.IDF)

Wait

☑ Wait Key , Message : myletter

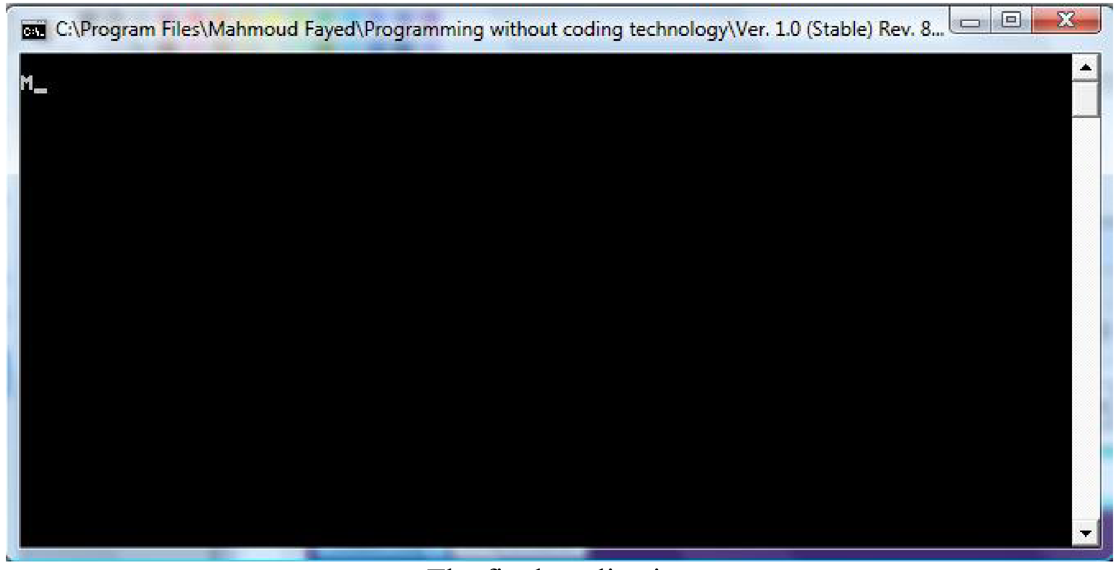
☐ Wait nSeconds 3

PAGE1 | Again | Ok | Cancel

Interaction Page

Start Point (NOT STEP)
- The First Step
  - myletter = Get character of ASCII Code 77
  - Wait (KEY)

Steps Tree

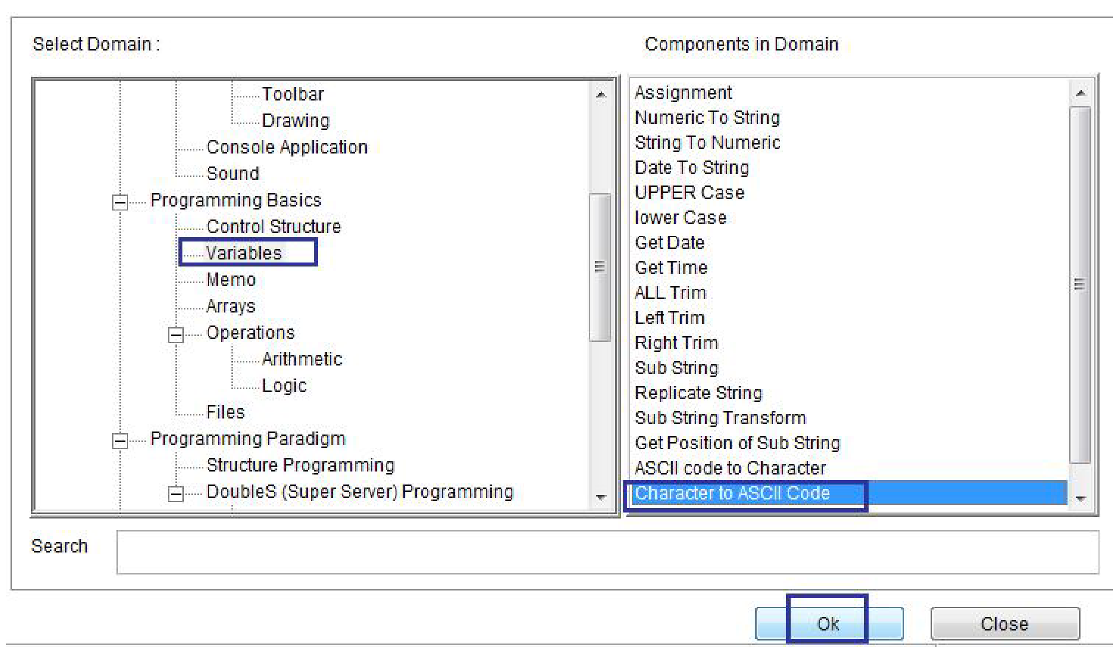


The final application

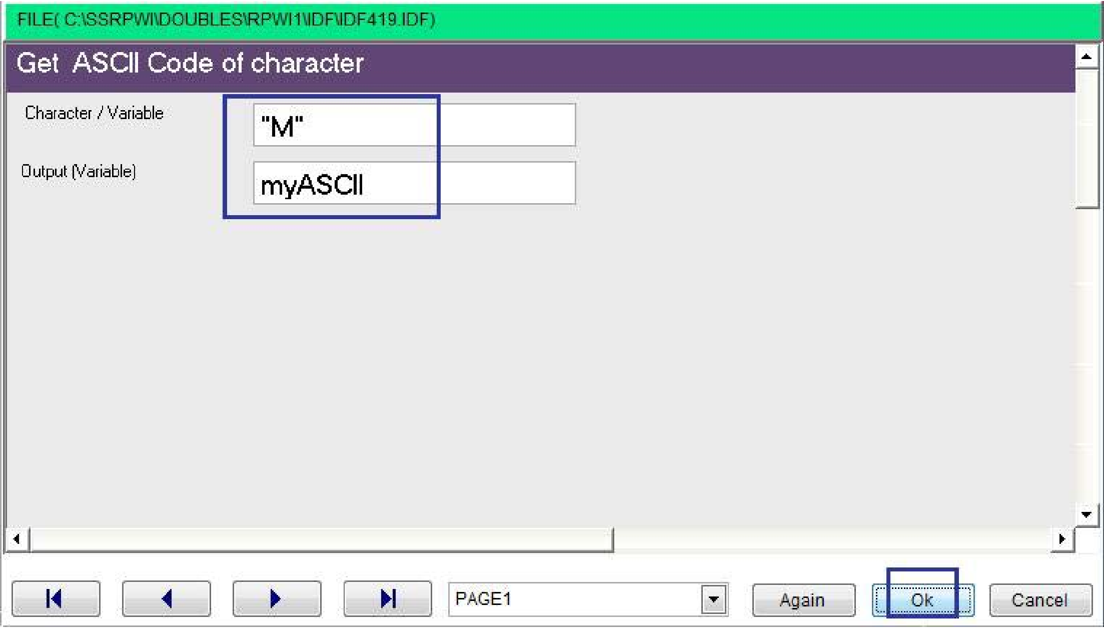
Character to ASCII Code

- Domain (Variables)
- Component (ASCII Code to character)

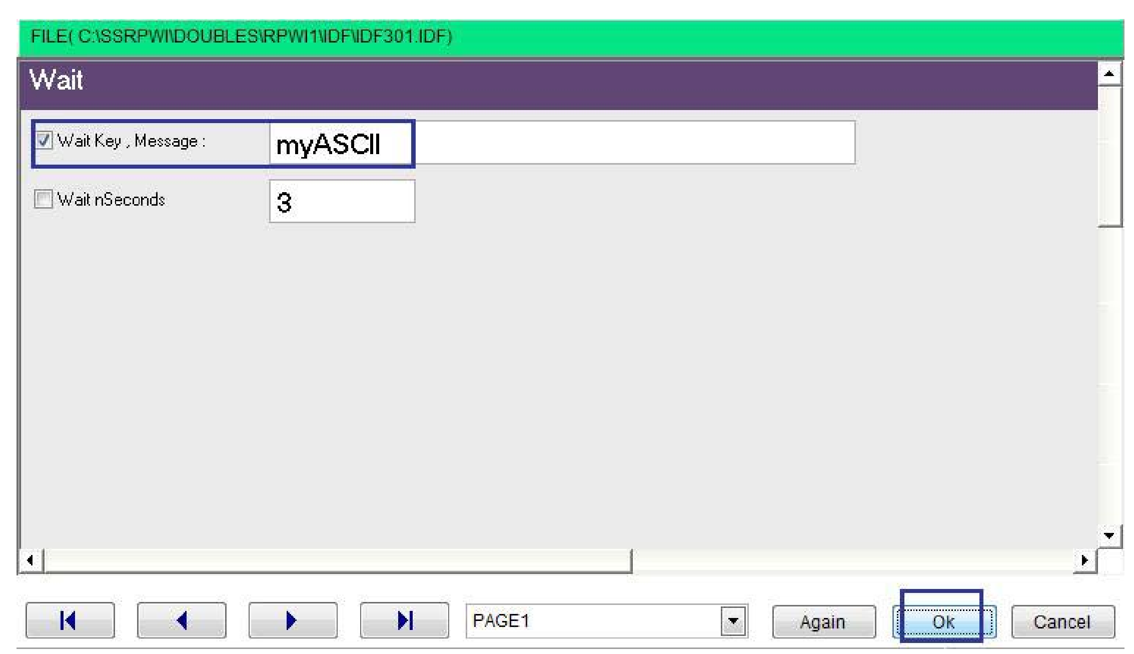
Example - Screen shots:-



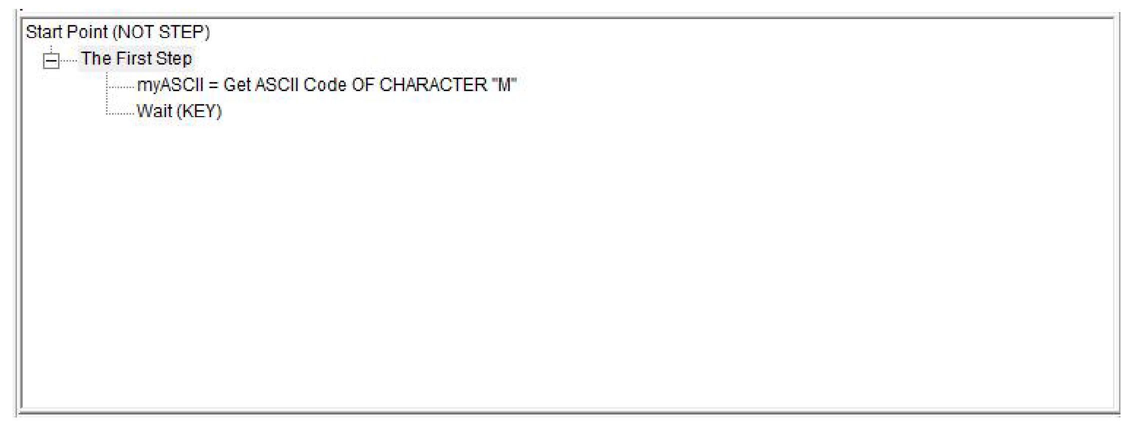
Domain (Variables) – Component (Character to ASCII Code)



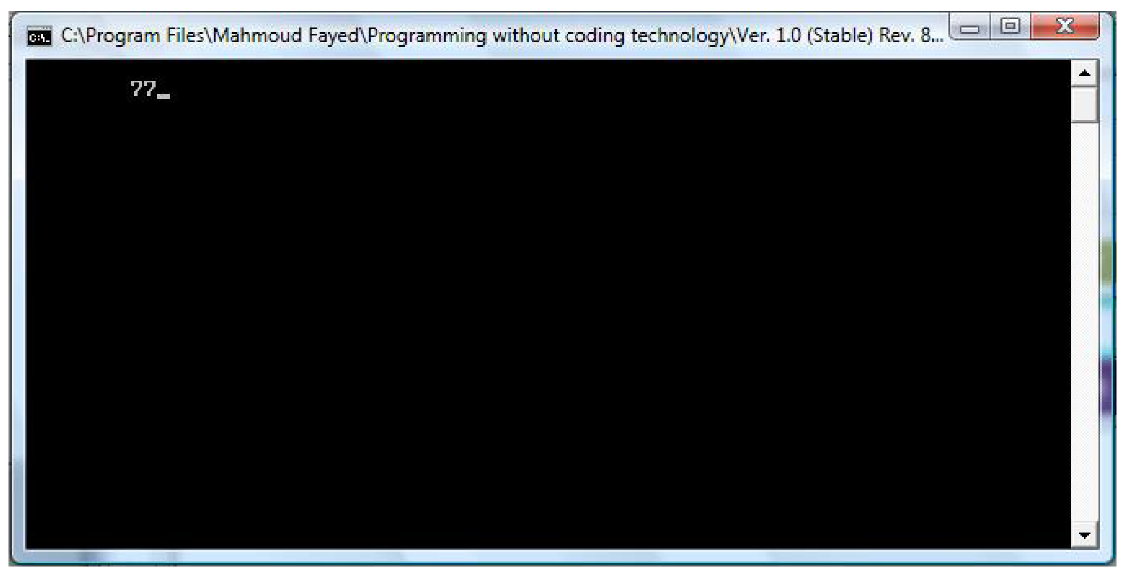
Interaction Page



Interaction Page



Steps Tree

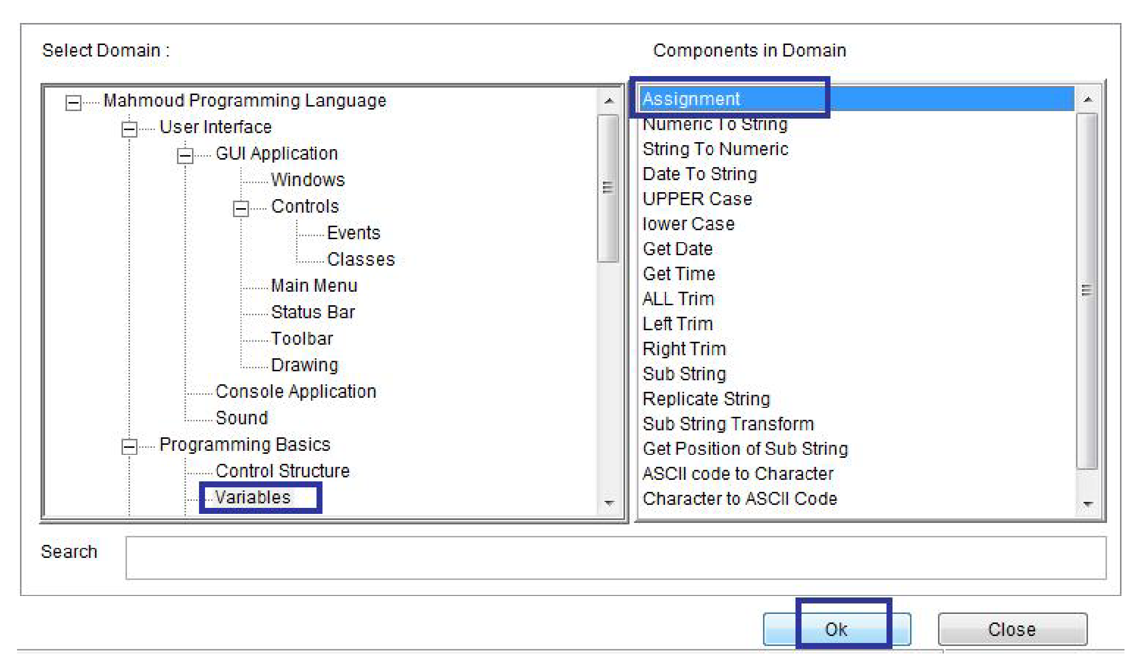


Final Application

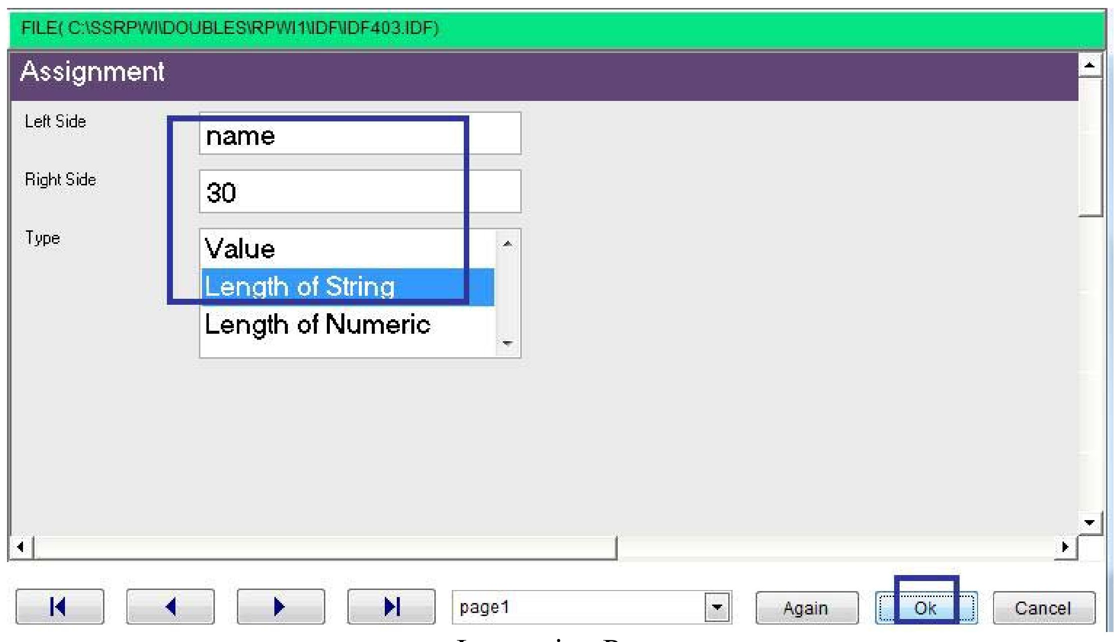
Getting Input from User

- Domain (Console Application)
- Component (Basic Input/Output)

Example - Screen shots:-

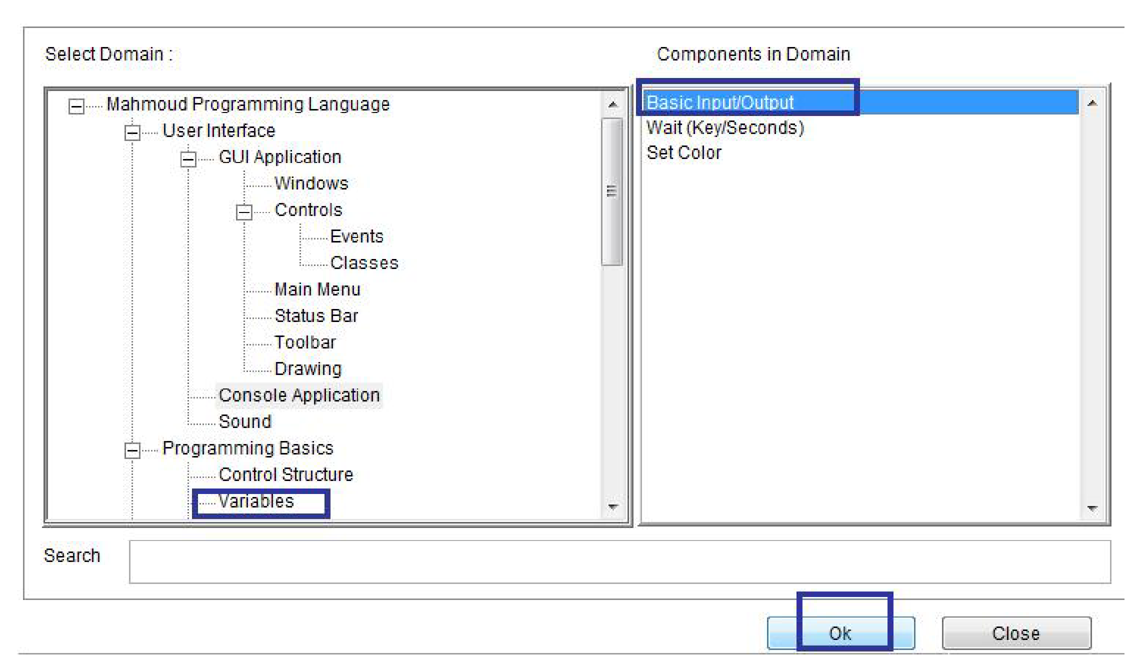


Domain (Variables) – Component (Assignment)



Interaction Page

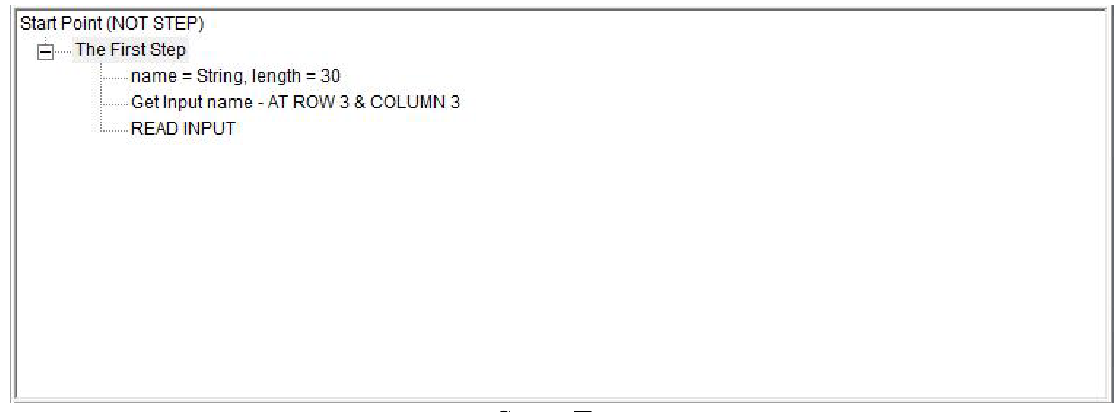
`



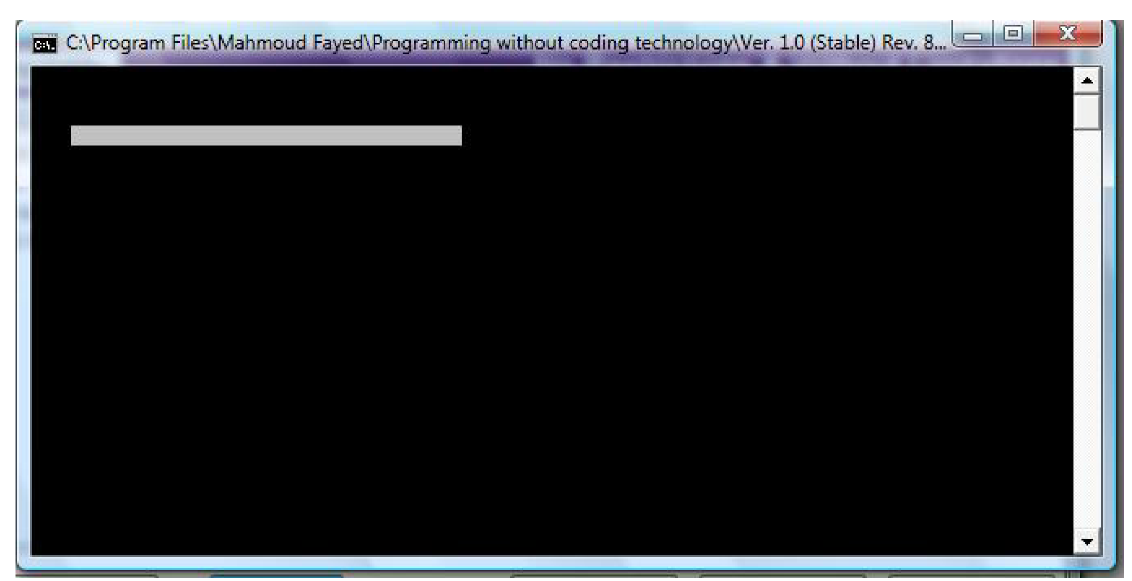
Domain (Variables) – Component (Basic Input/Output)



Interaction Page



Steps Tree

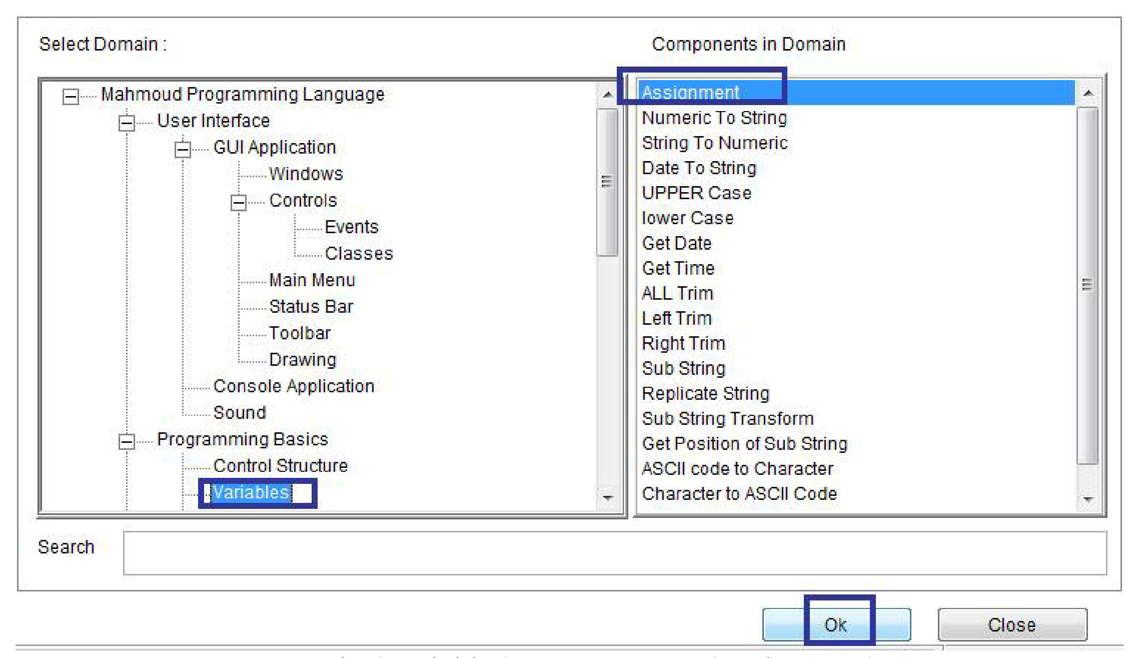


The final application

Note:

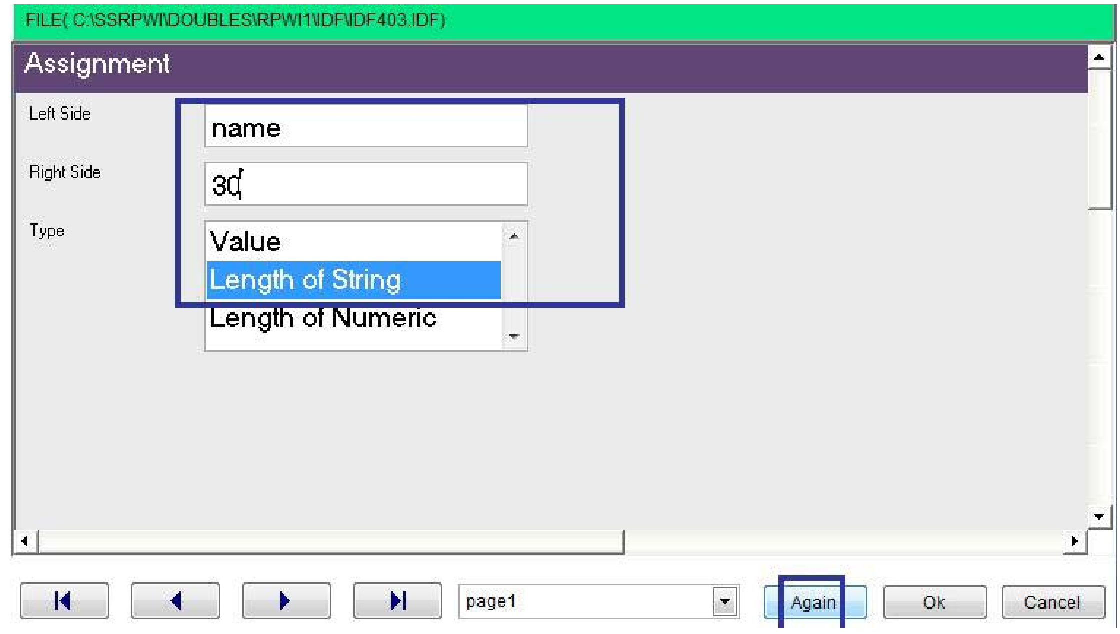
You can use more than one input line in the same time
And the user uses arrows to move between lines
Also you need to check (Read Input) just one time after input lines

Example - Screen shots:-

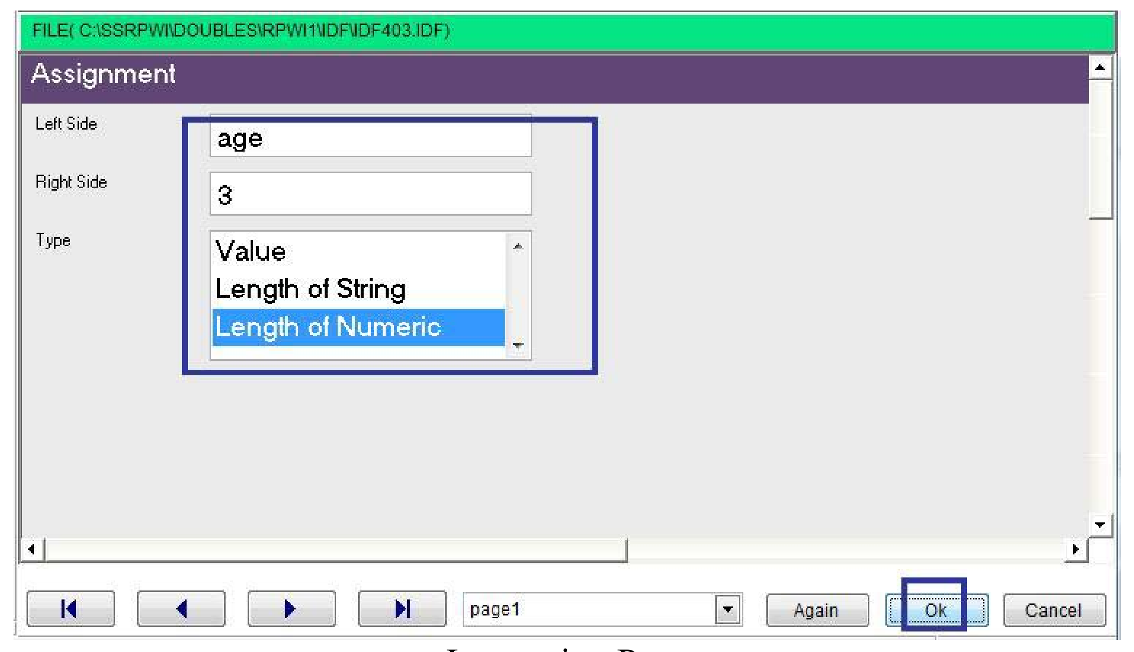


Domain (Variables) – Component (Assignment)

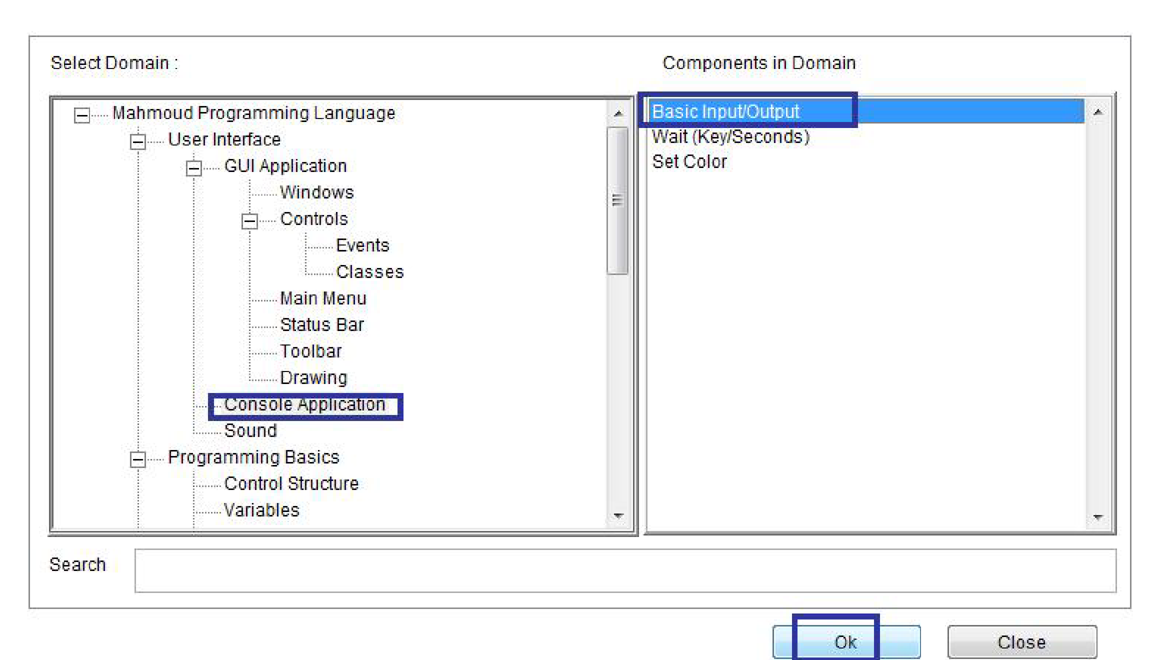
`



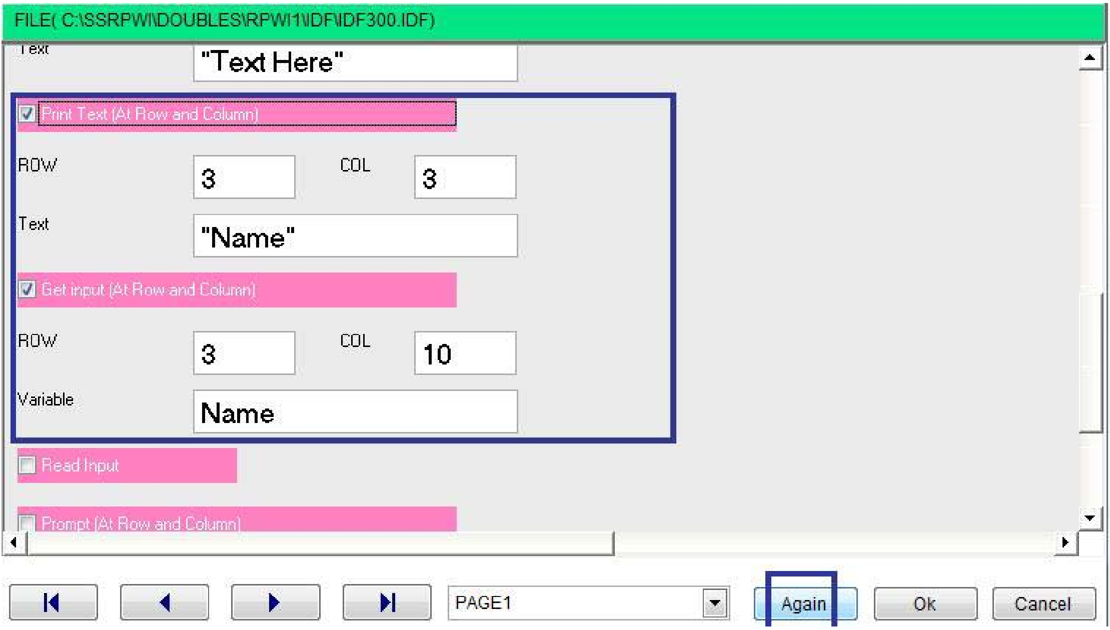
Interaction Page



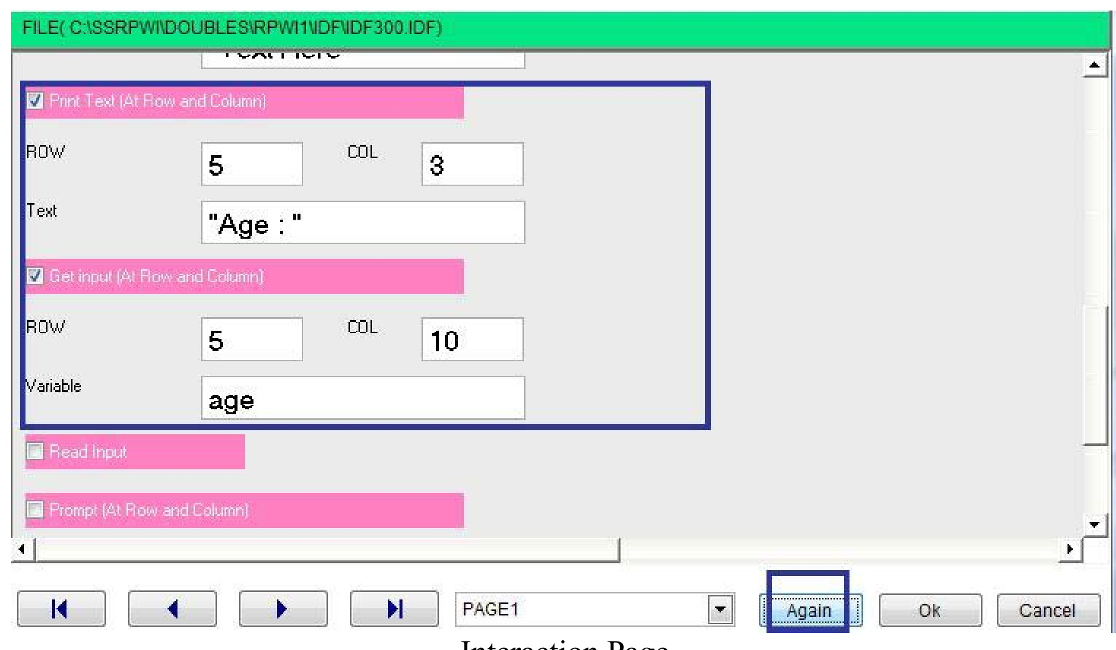
Interaction Page



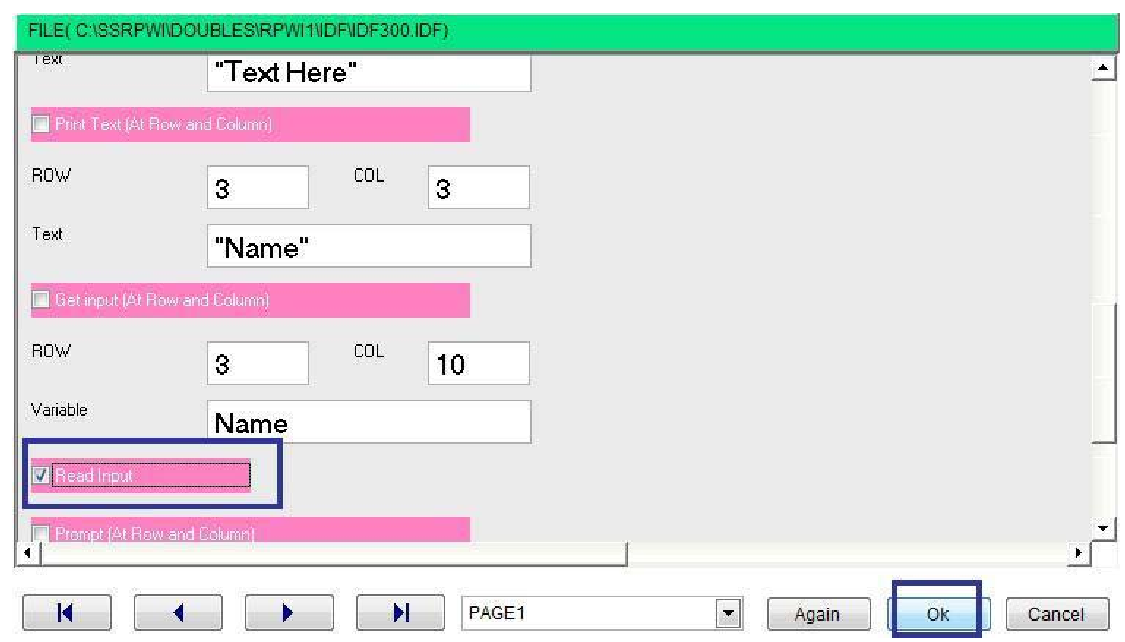
Domain (Console Application) – Component (Basic Input/Output)



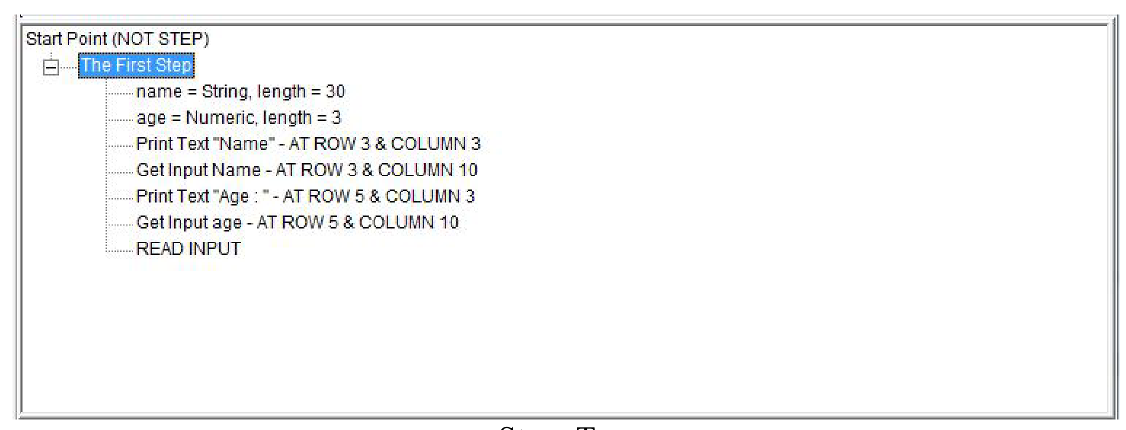
Interaction Page



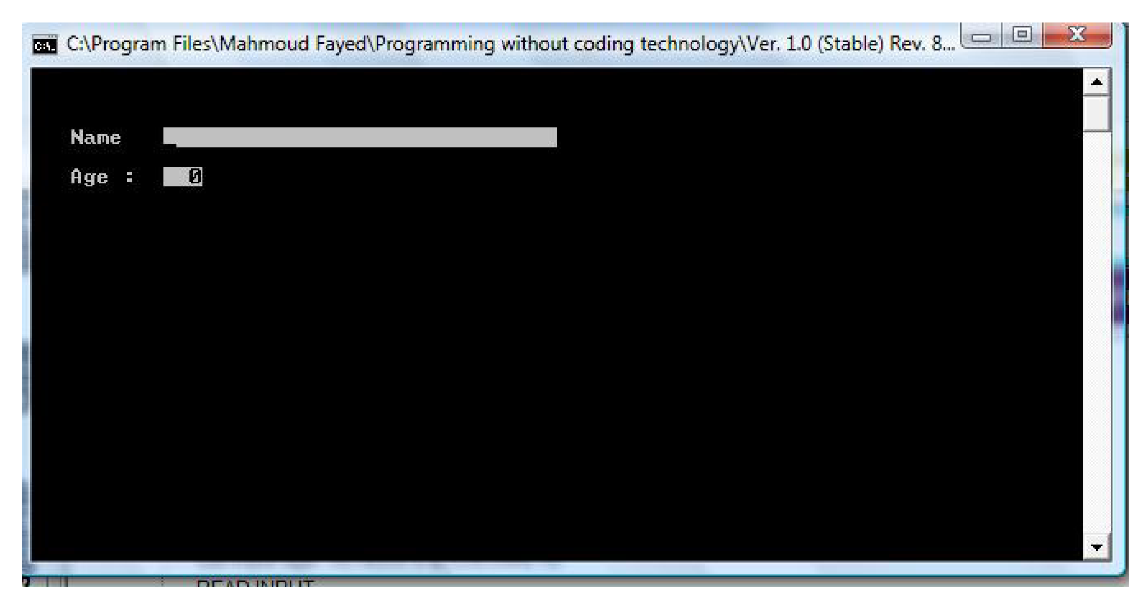
Interaction Page



Interaction Page



Steps Tree

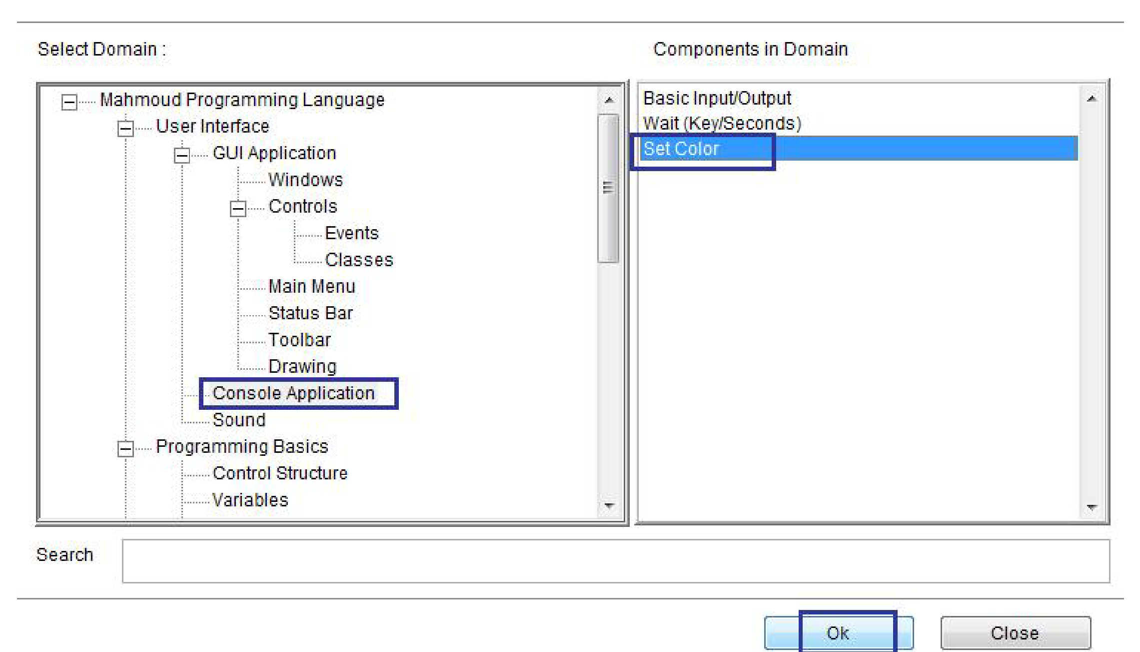


The final application

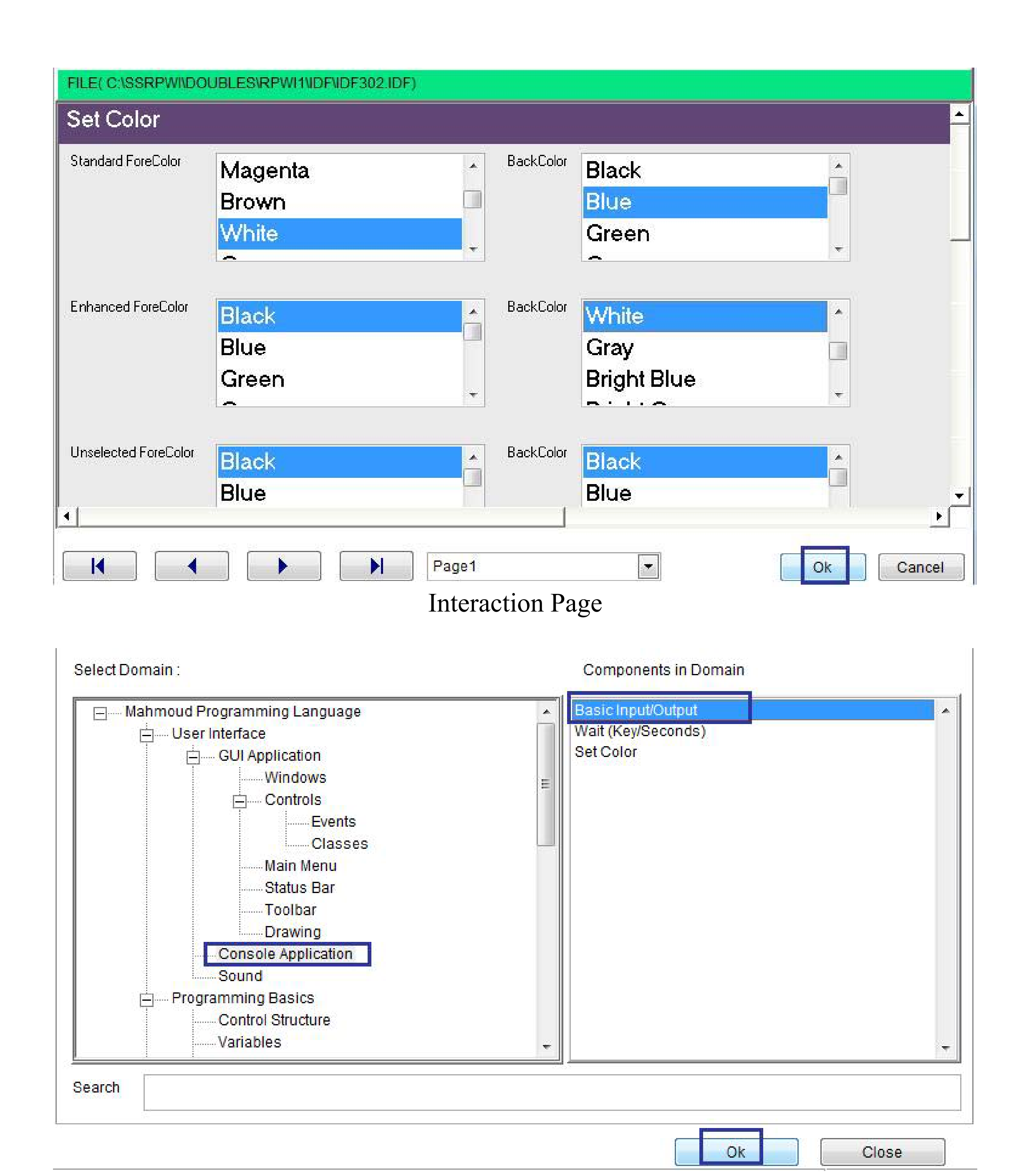
Menus

- Domain (Console Application)
- Component (Basic Input/output)

Example - Screen shots:-



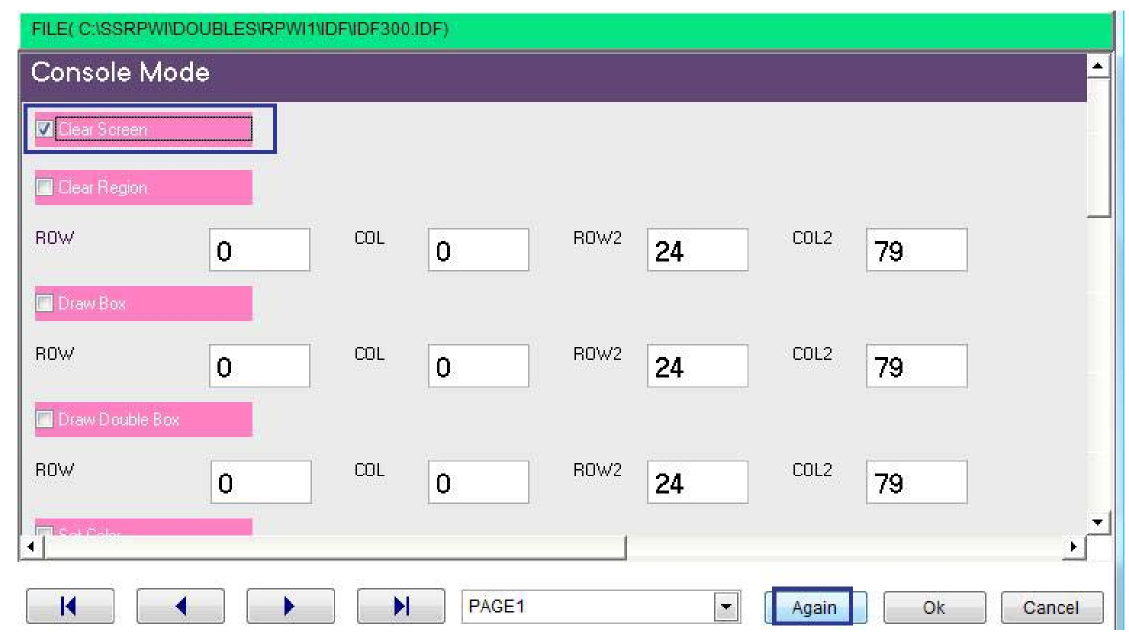
Domain (Console Application) – Component (Set color)



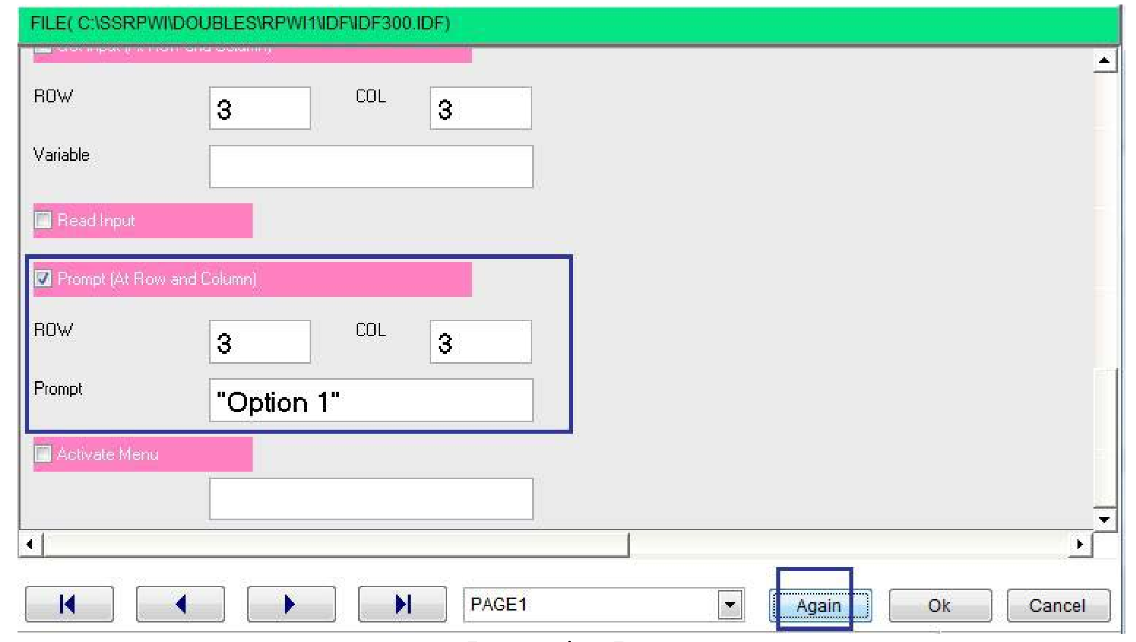
Interaction Page

Domain (Console Application) – Component (Basic Input/Output)

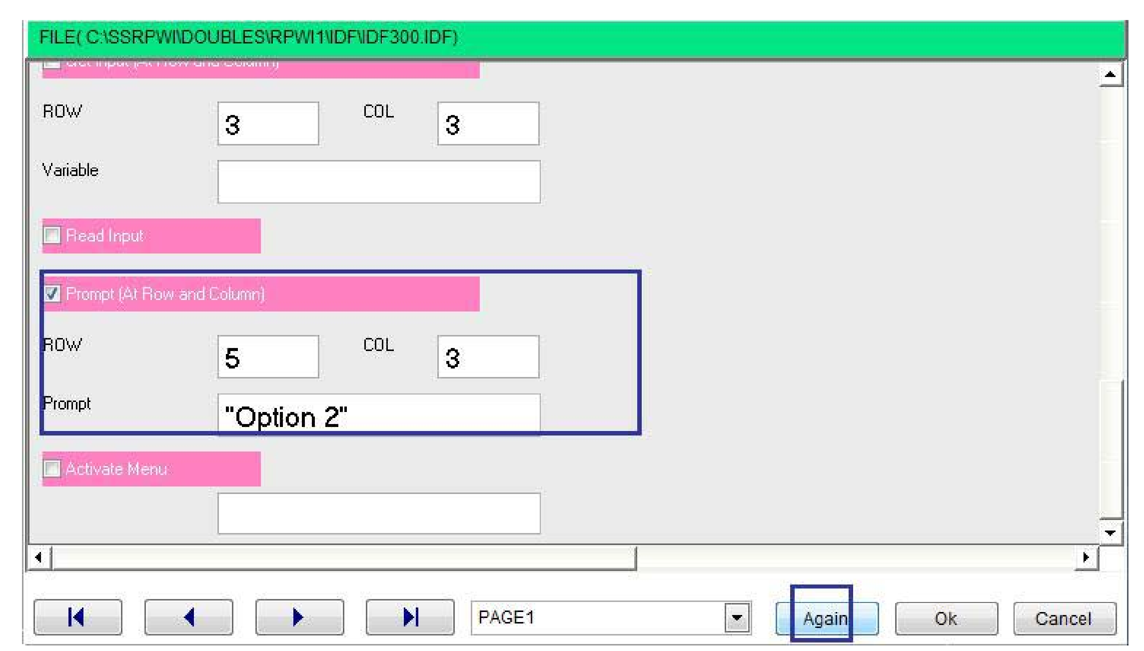
`



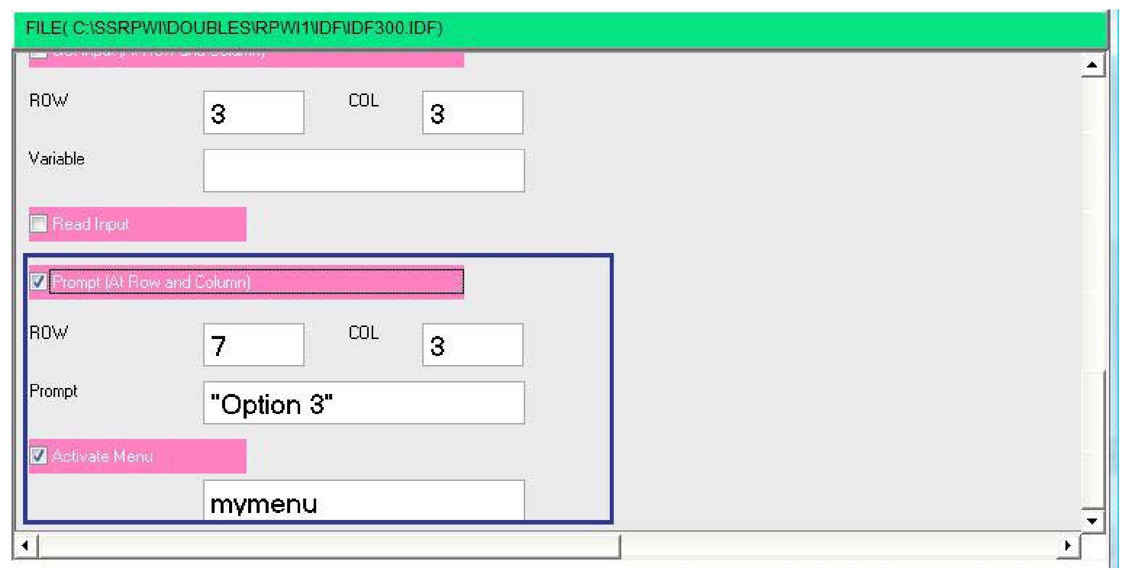
Interaction Page



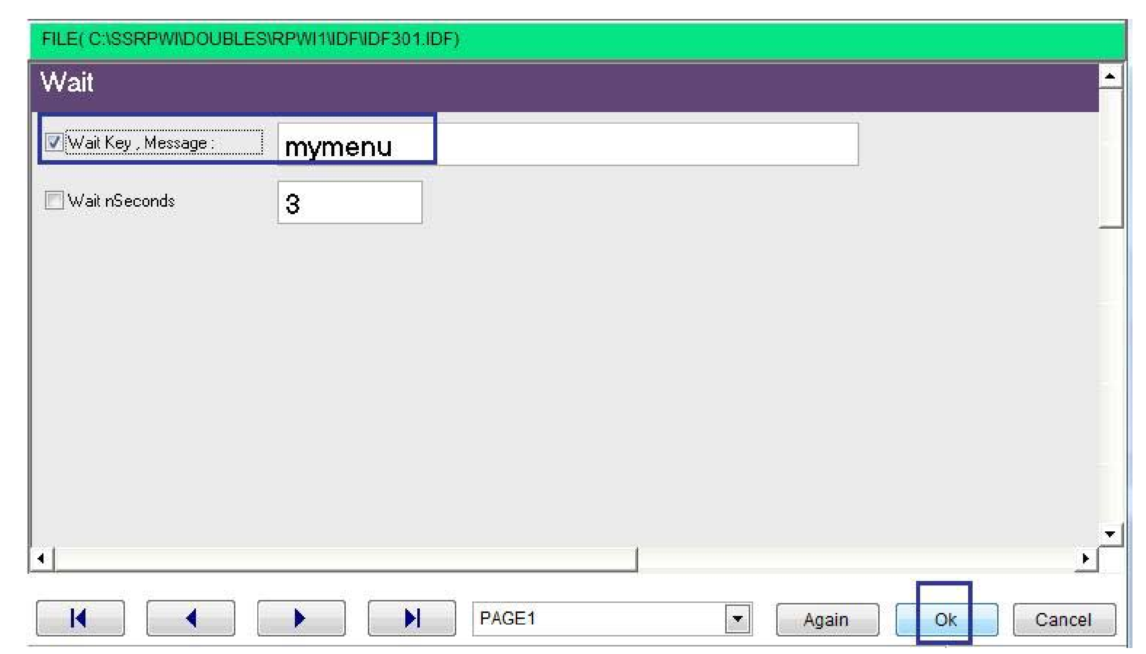
Interaction Page



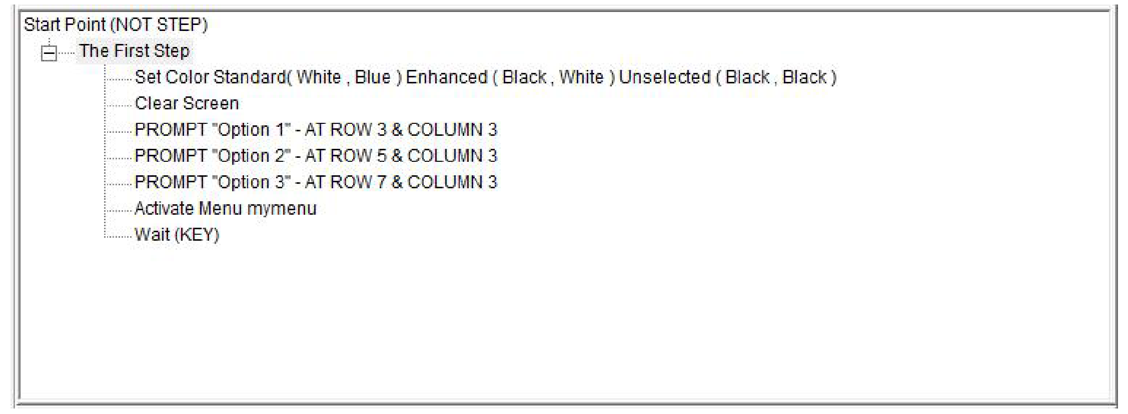
Interaction Page



Interaction Page



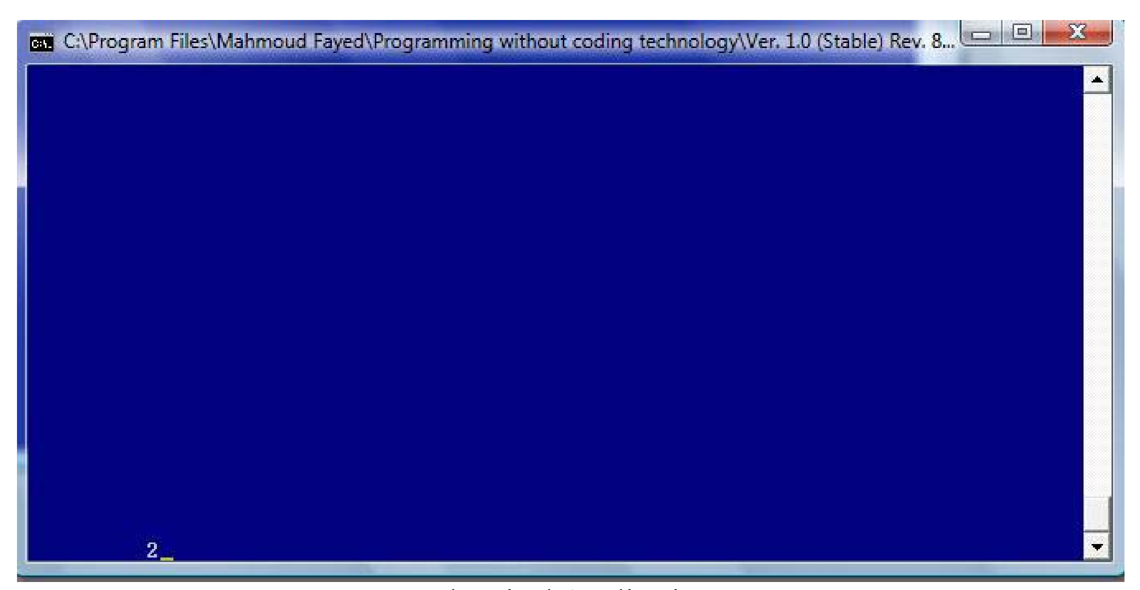
Interaction Page



Steps Tree



The Final Application

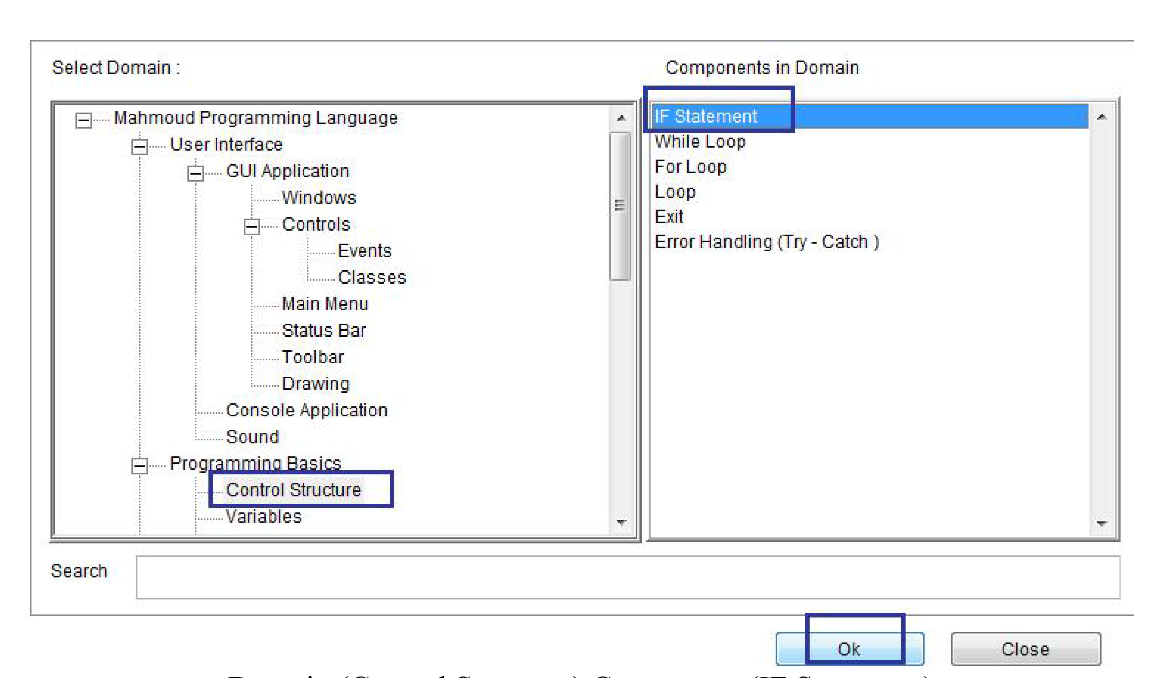


The Final Application

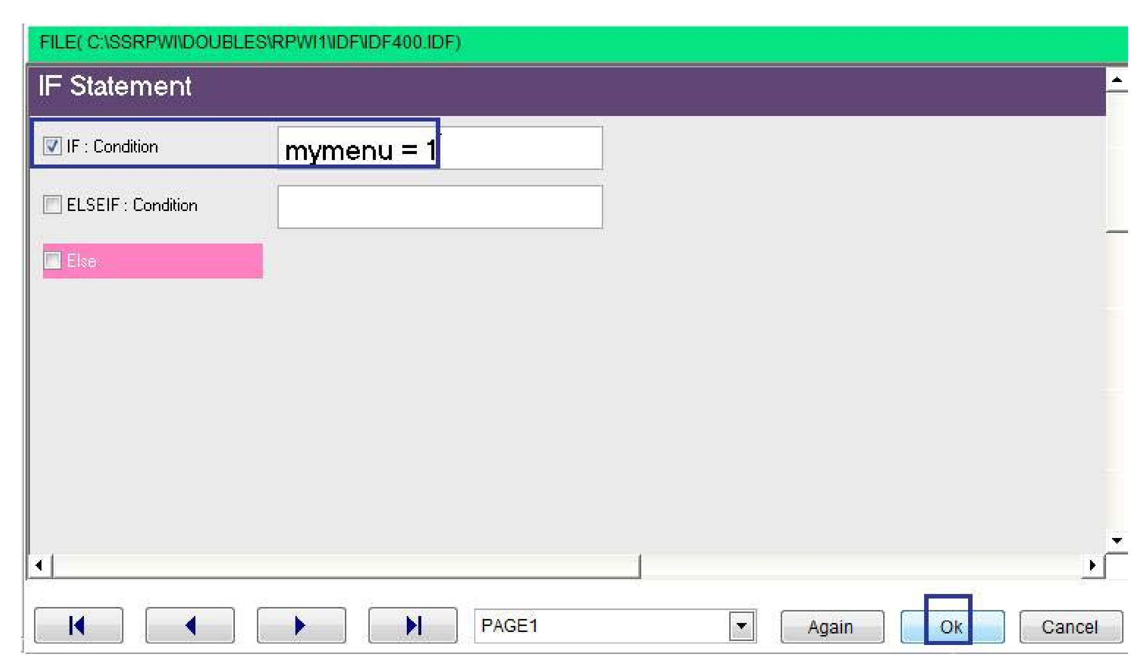
IF Statement

- Domain (Control Structure)
- Component (IF Statement)

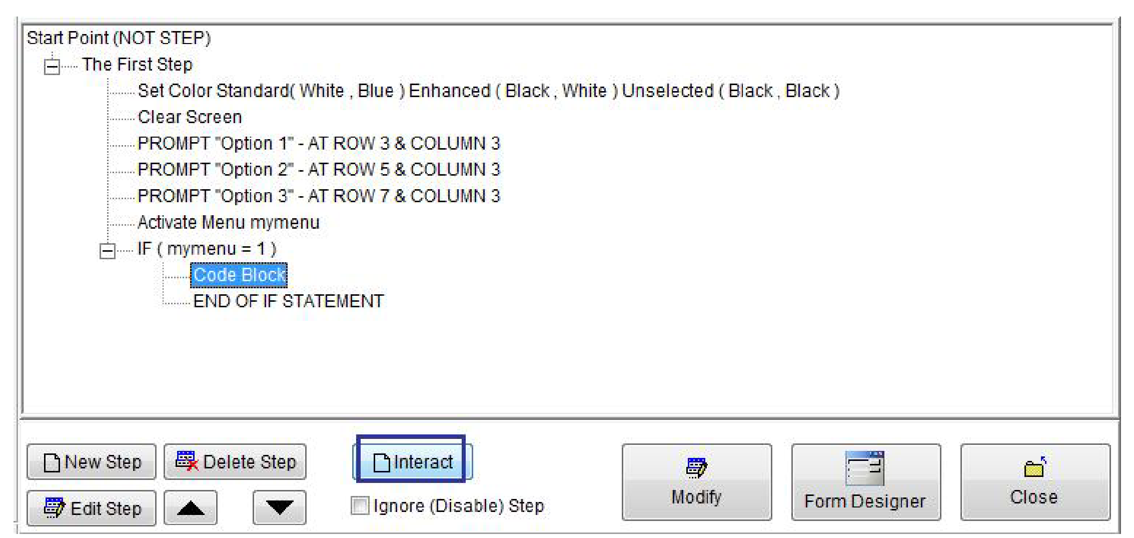
Example - Screen shots:-



Domain (Control Structure) Component (IF Statement)

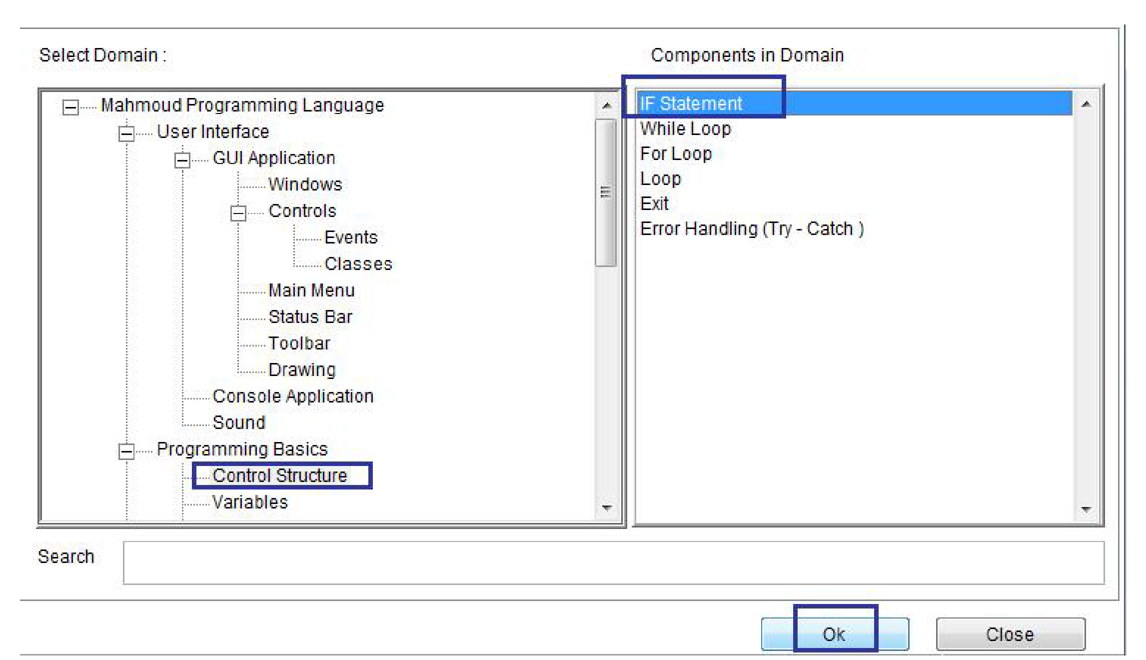


Interaction Page

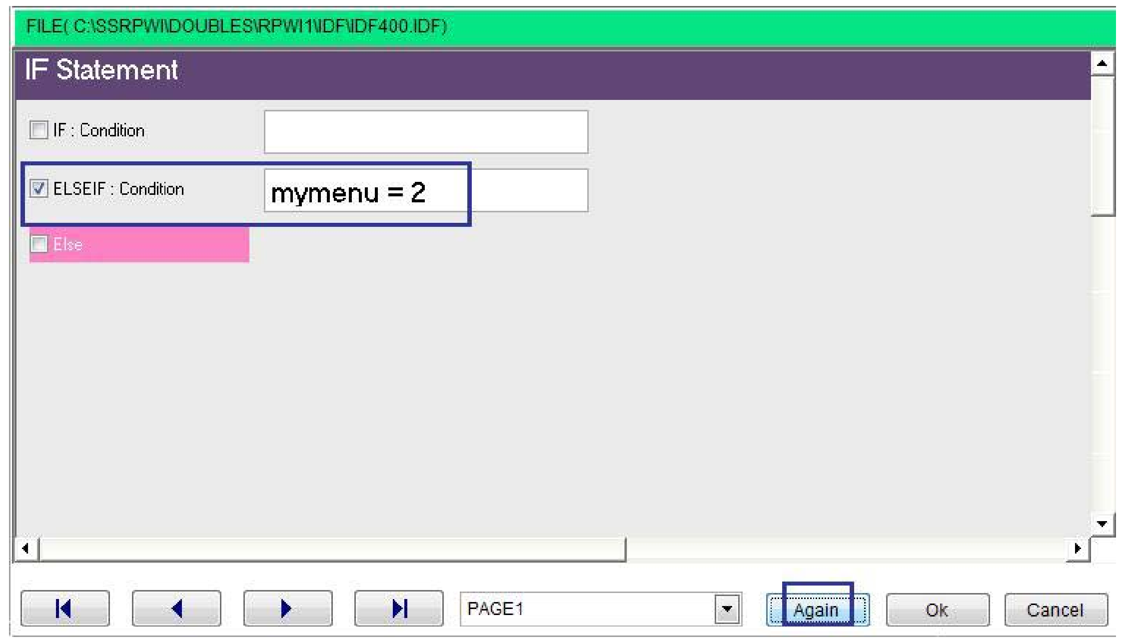


Steps Tree

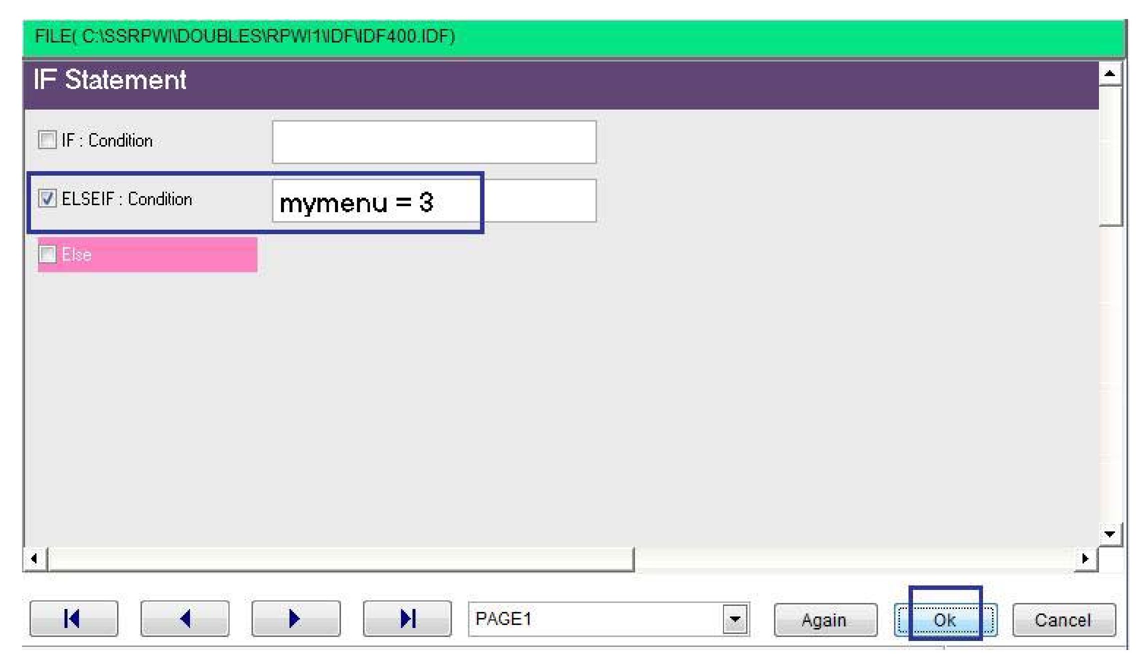
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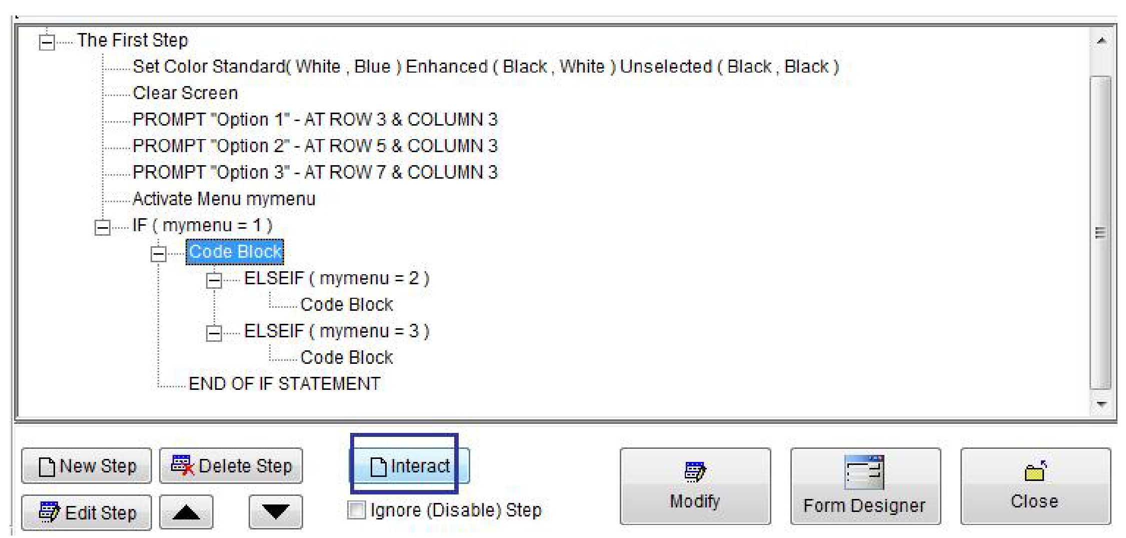
Steps Tree



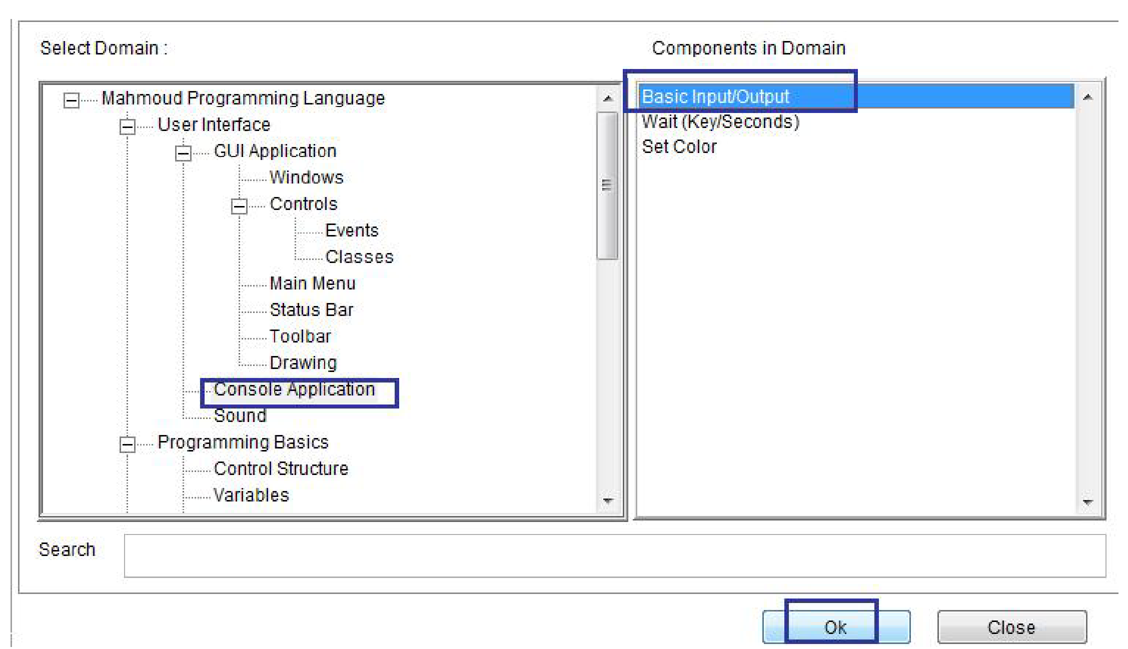
Interaction Page



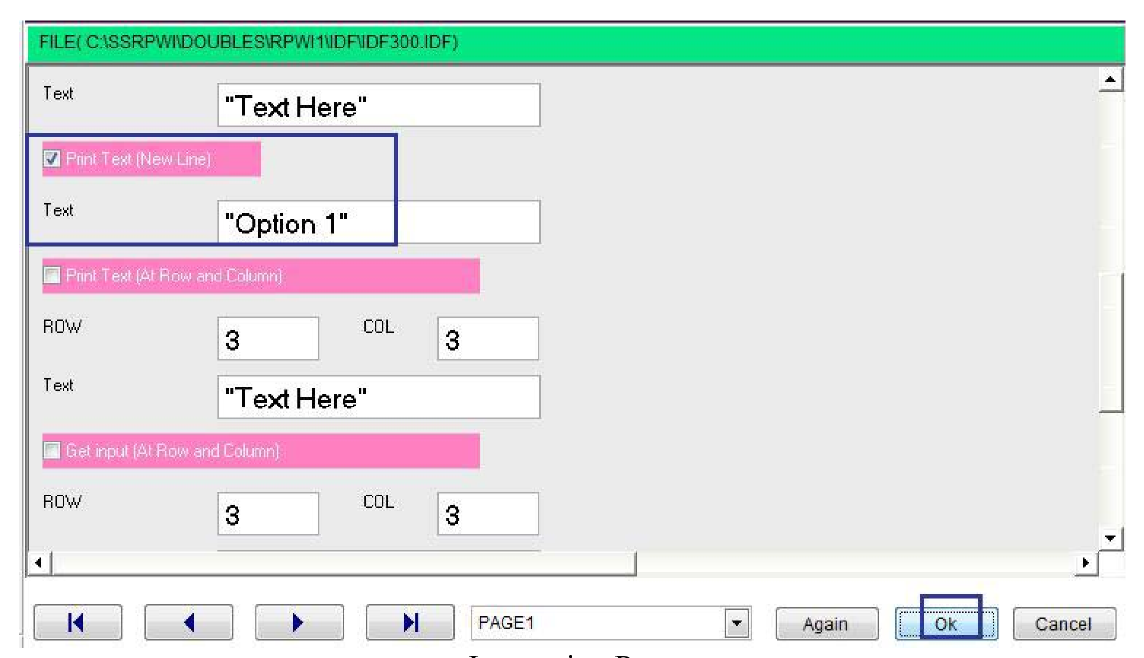
Interaction Page



Steps Tree



Steps Tree



Interaction Page

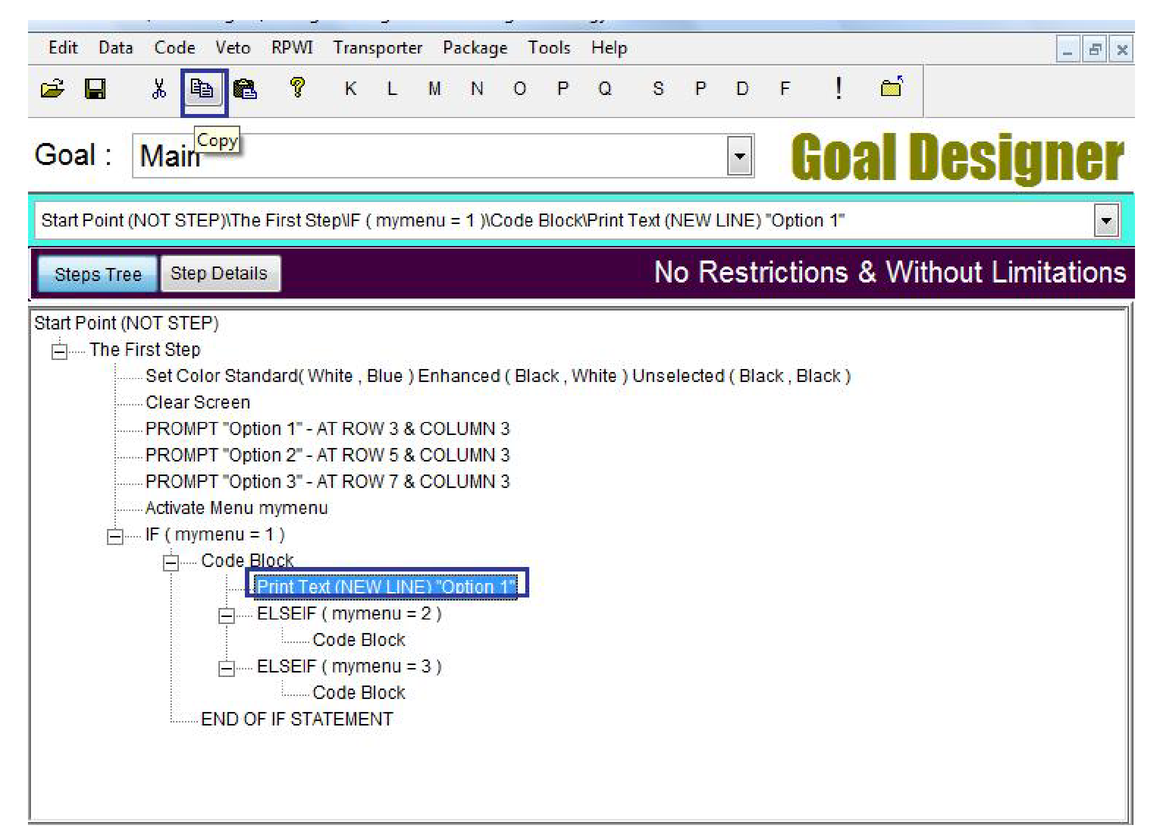
The First Step
Set Color Standard(White , Blue) Enhanced (Black , White) Unselected (Black , Black)
Clear Screen
PROMPT "Option 1" - AT ROW 3 & COLUMN 3
PROMPT "Option 2" - AT ROW 5 & COLUMN 3
PROMPT "Option 3" - AT ROW 7 & COLUMN 3
Activate Menu mymenu
IF (mymenu = 1)
Code Block
ELSEIF (mymenu = 2)
Code Block
ELSEIF (mymenu = 3)
Code Block
Print Text (NEW LINE) "Option 1"
END OF IF STATEMENT

New Step | Delete Step | Interact | Modify | Form Designer | Close
Edit Step | Ignore (Disable) Step

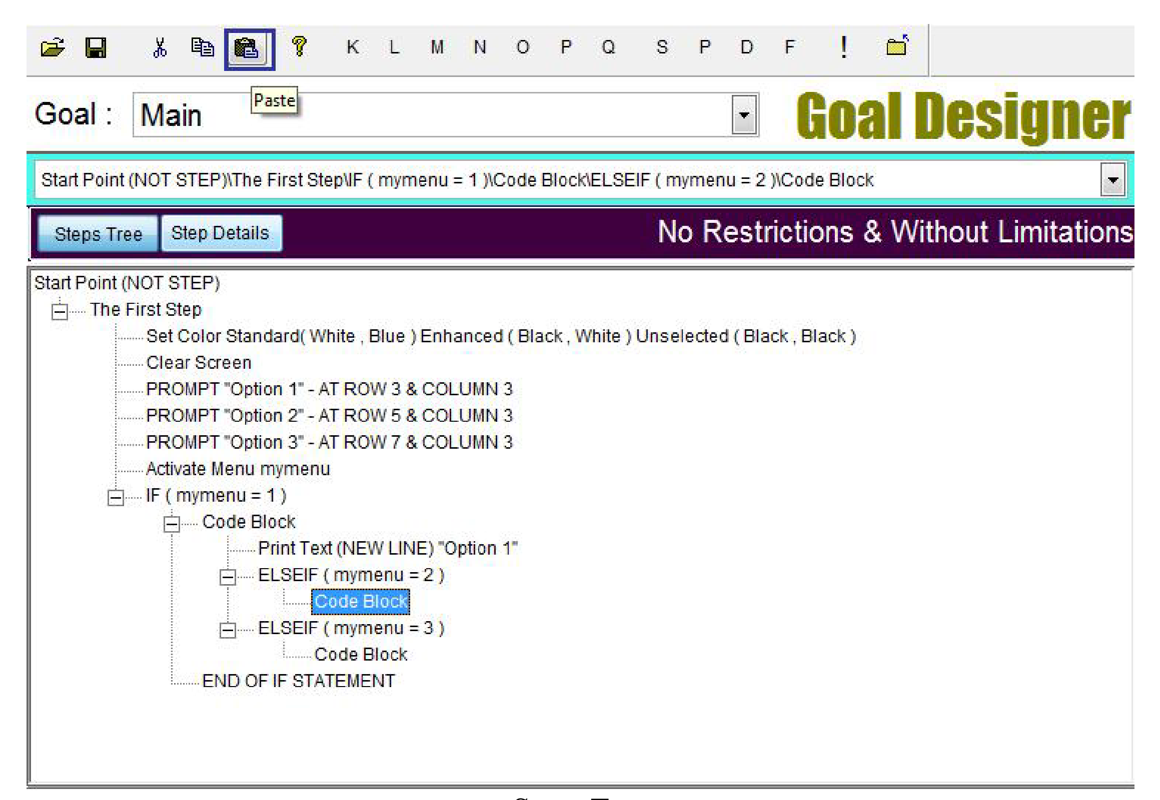
Steps Tree

Start Point (NOT STEP)
The First Step
Set Color Standard(White , Blue) Enhanced (Black , White) Unselected (Black , Black)
Clear Screen
PROMPT "Option 1" - AT ROW 3 & COLUMN 3
PROMPT "Option 2" - AT ROW 5 & COLUMN 3
PROMPT "Option 3" - AT ROW 7 & COLUMN 3
Activate Menu mymenu
IF (mymenu = 1)
Code Block
Print Text (NEW LINE) "Option 1"
ELSEIF (mymenu = 2)
ELSEIF (mymenu = 3)
END OF IF STATEMENT

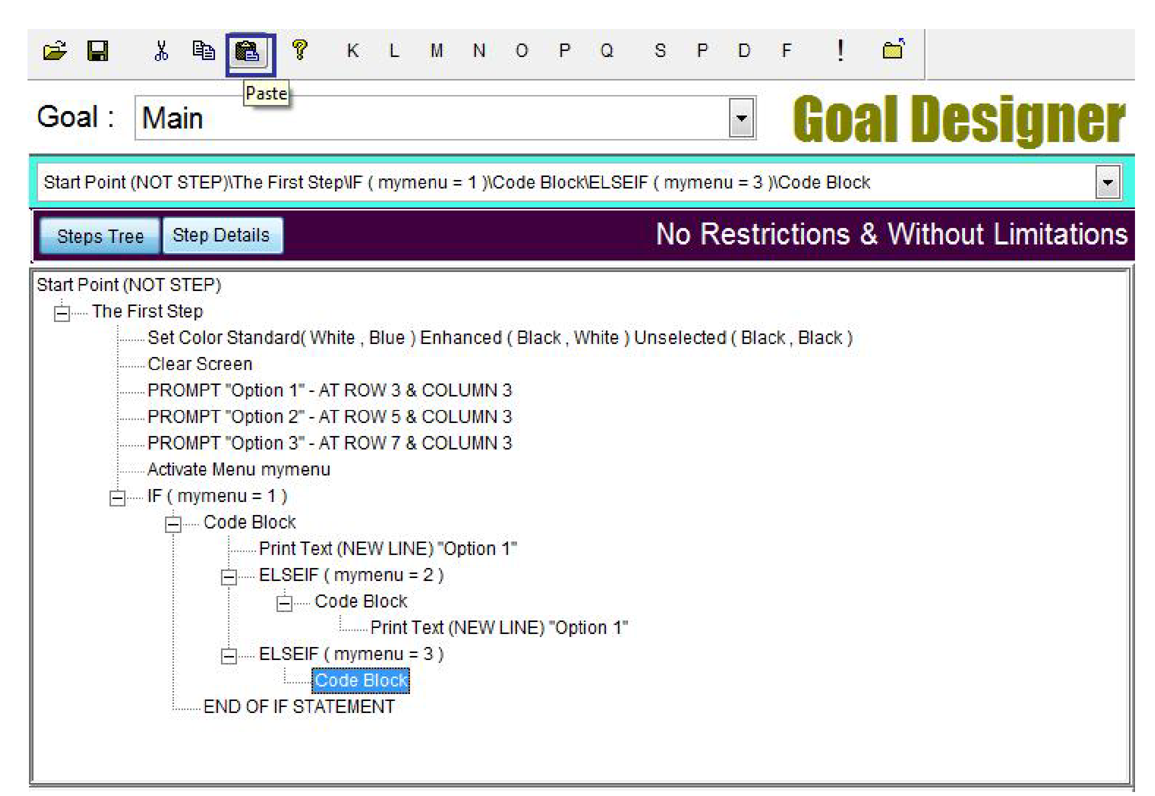
Steps Tree



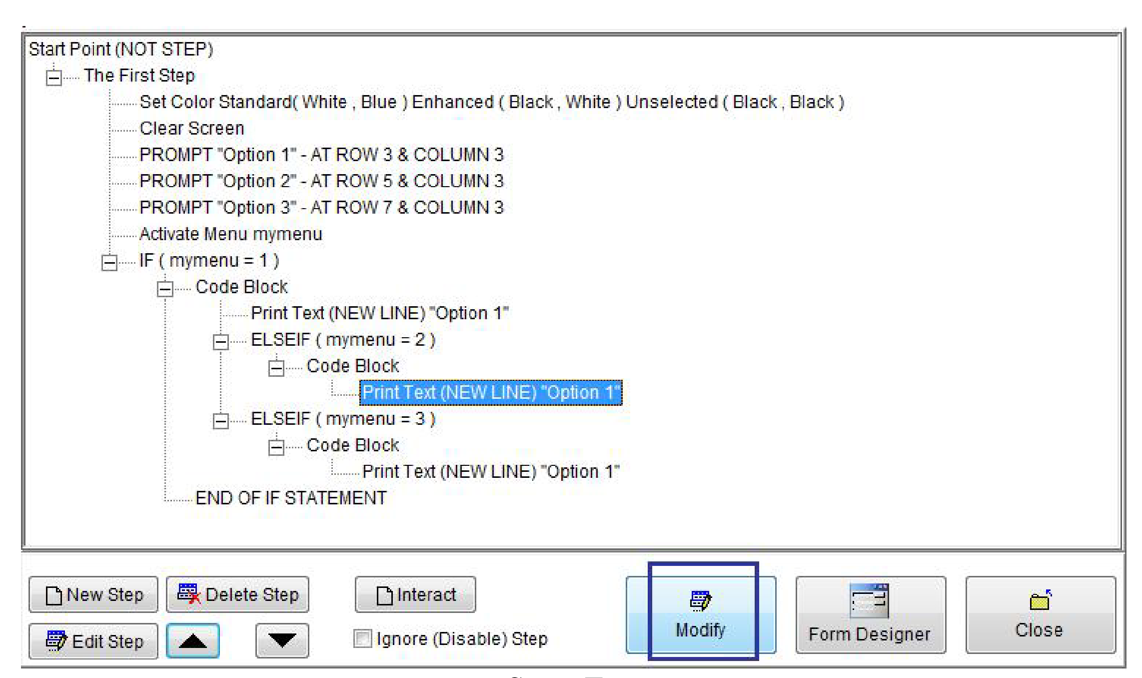
Steps Tree



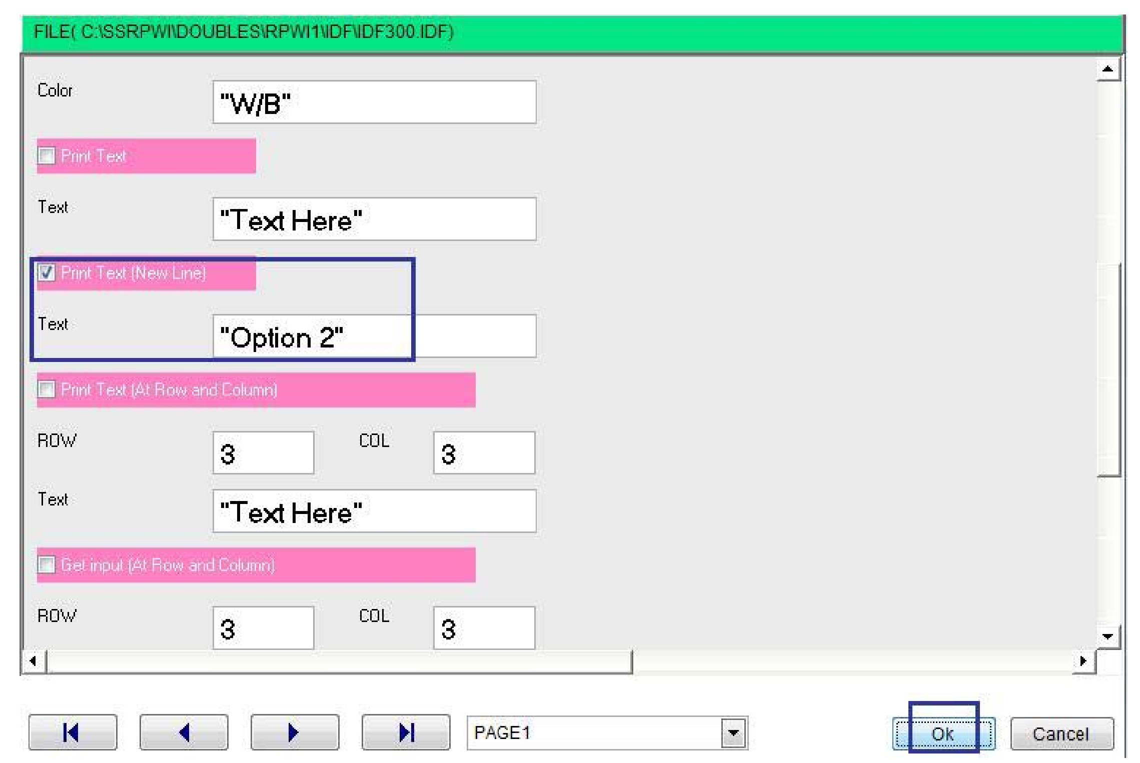
Steps Tree



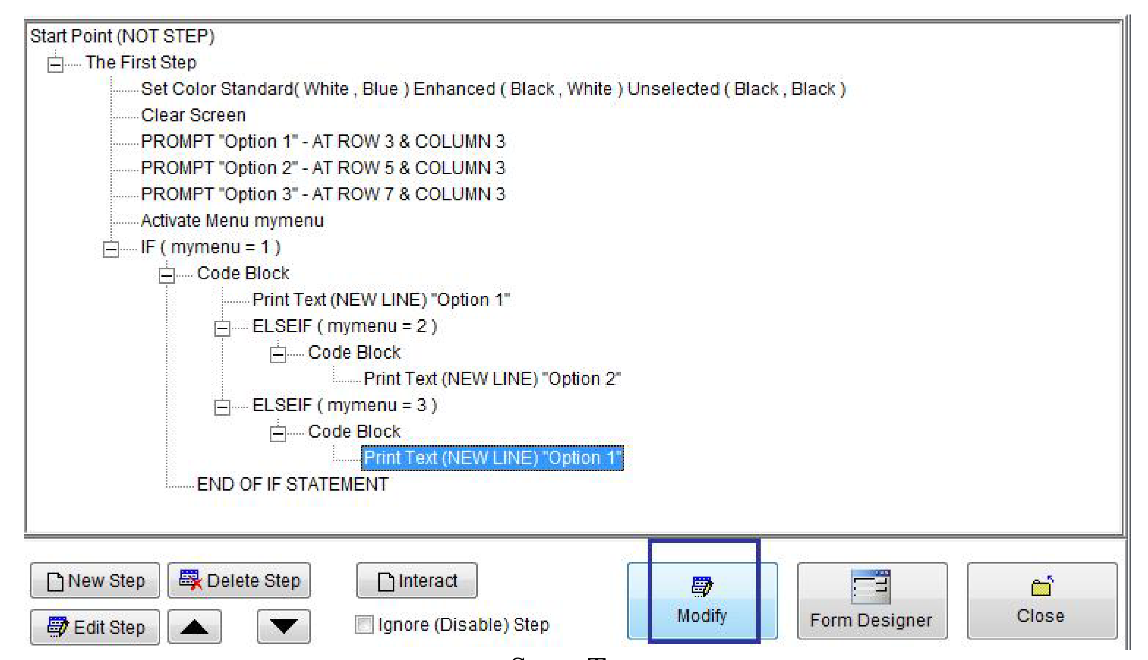
Steps Tree



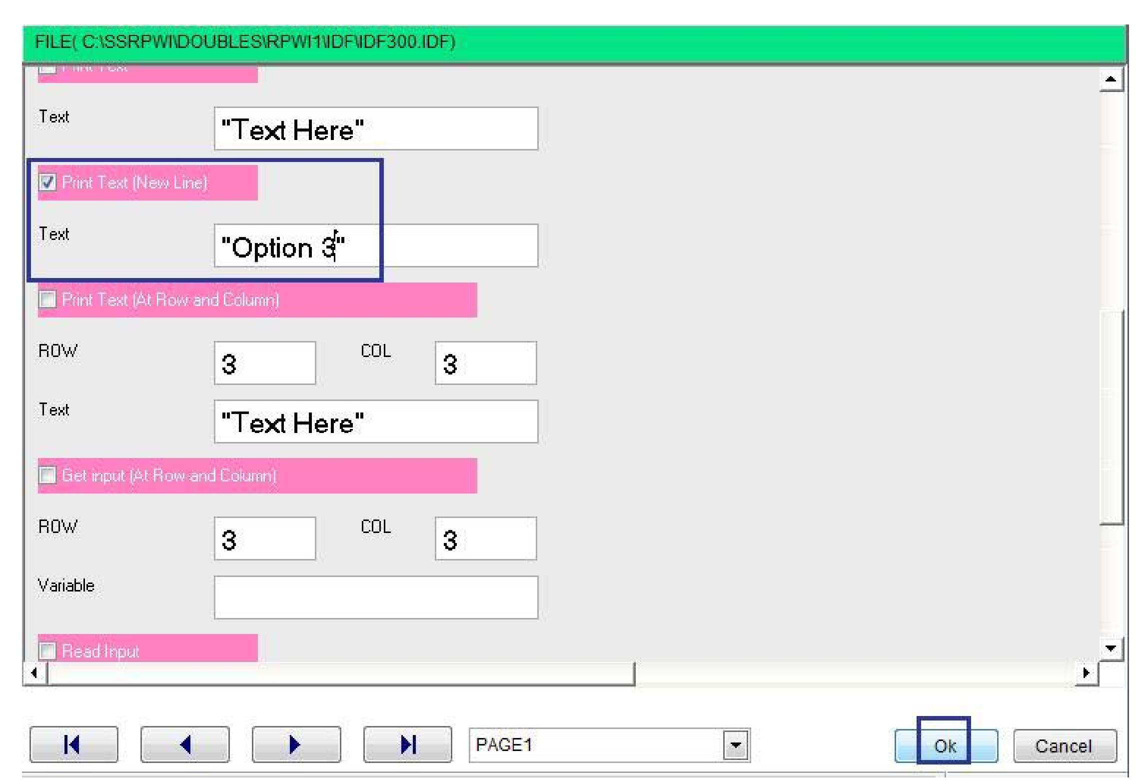
Steps Tree



Interaction Page



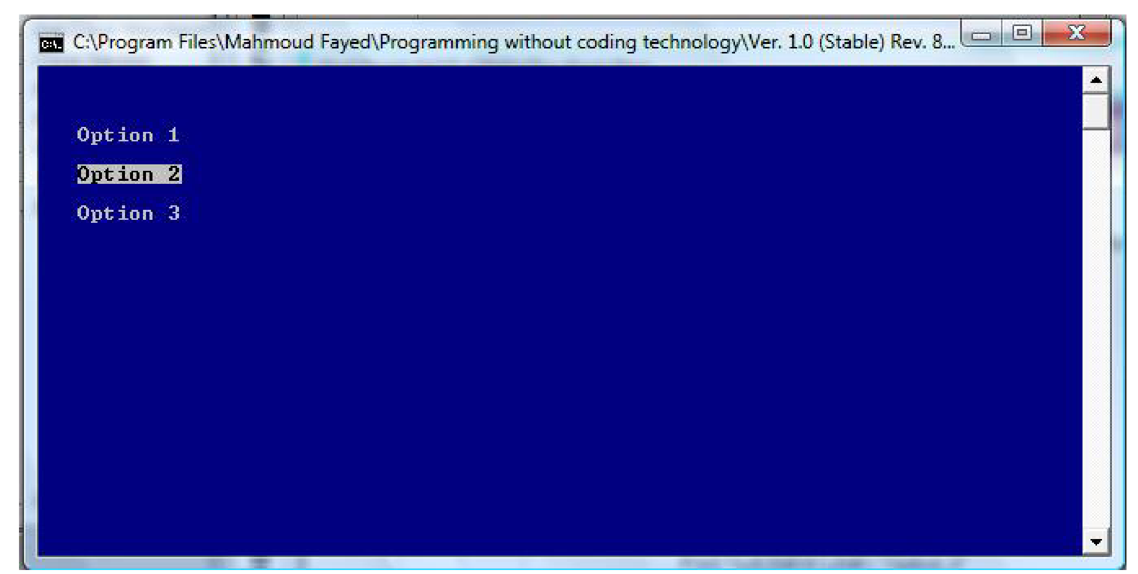
Steps Tree



Interaction Page

```
Start Point (NOT STEP)
  The First Step
    Set Color Standard( White , Blue ) Enhanced ( Black , White ) Unselected ( Black , Black )
    Clear Screen
    PROMPT "Option 1" - AT ROW 3 & COLUMN 3
    PROMPT "Option 2" - AT ROW 5 & COLUMN 3
    PROMPT "Option 3" - AT ROW 7 & COLUMN 3
    Activate Menu mymenu
    IF ( mymenu = 1 )
      Code Block
        Print Text (NEW LINE) "Option 1"
        ELSEIF ( mymenu = 2 )
          Code Block
            Print Text (NEW LINE) "Option 2"
        ELSEIF ( mymenu = 3 )
          Code Block
            Print Text (NEW LINE) "Option 3"
      END OF IF STATEMENT
    WAIT (SECONDS)
```

Final Steps Tree



Final Application



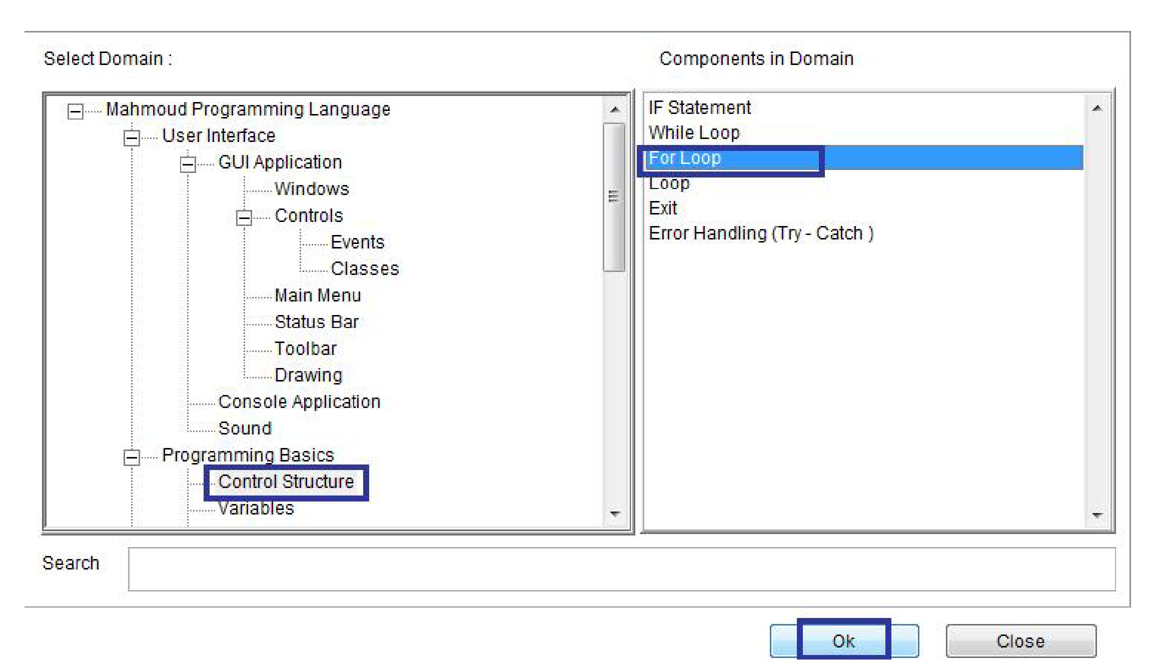
Final Application

For Loop

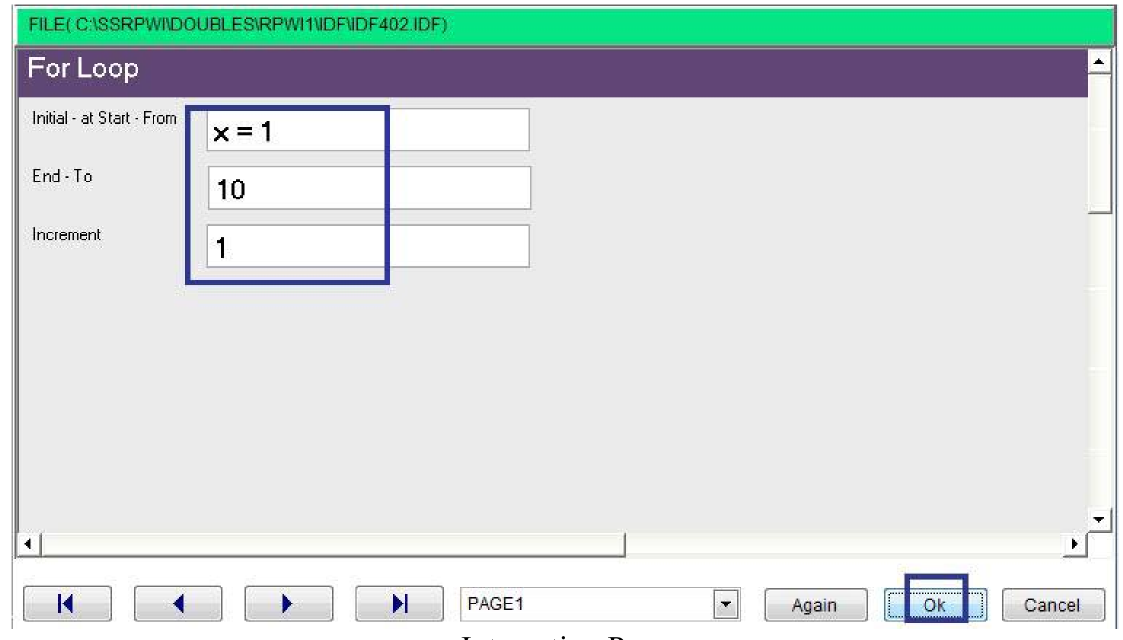
- Domain (Control Structure)
- Component (For Loop)

Example - Screen shots:-

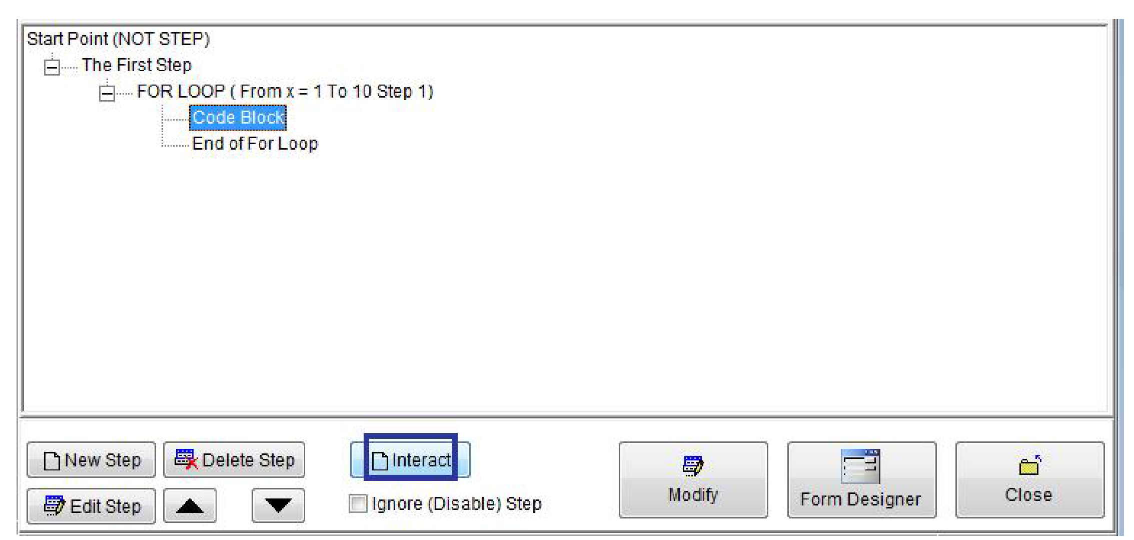
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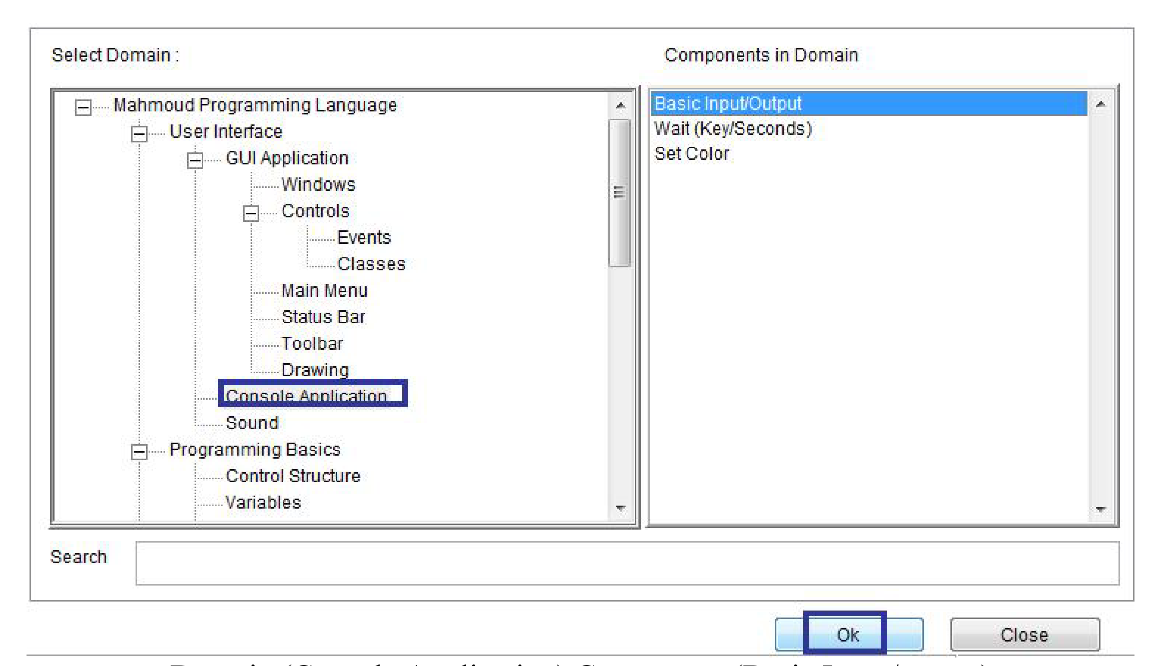
Domain (Control Structure) Component (For Loop)



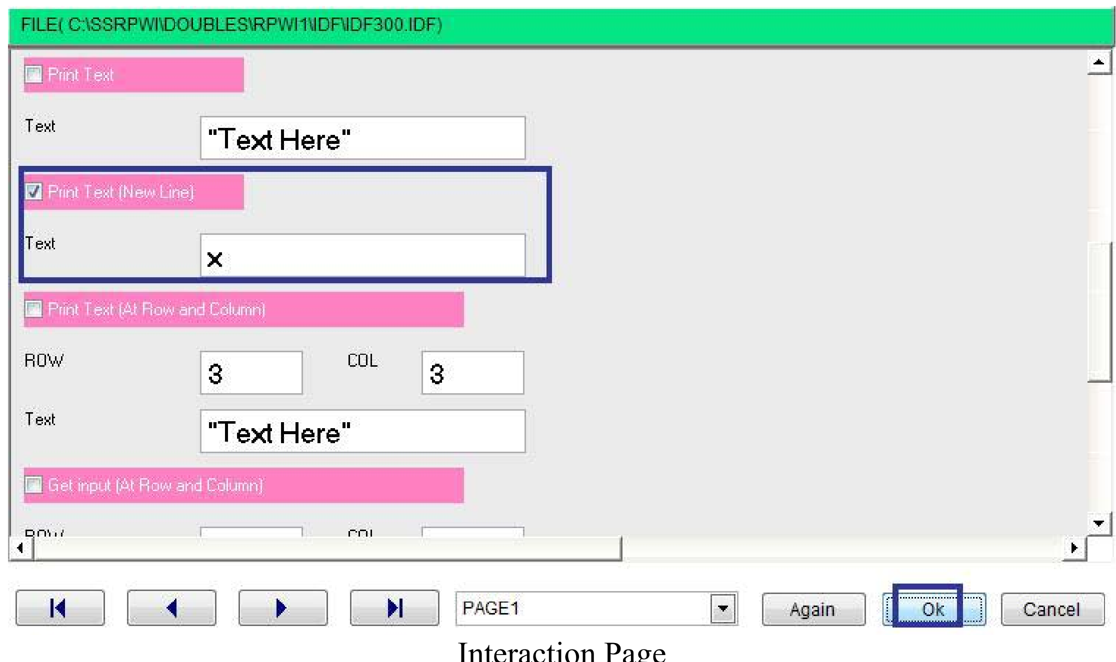
Interaction Page



Steps Tree



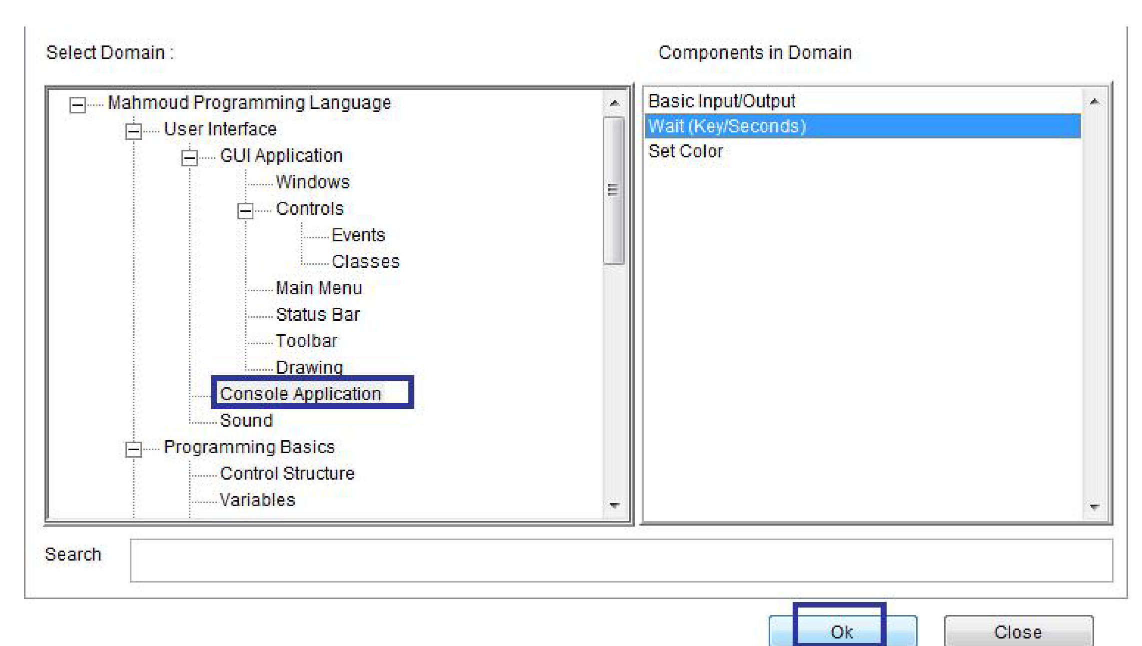
Domain (Console Application) Component (Basic Input/output)



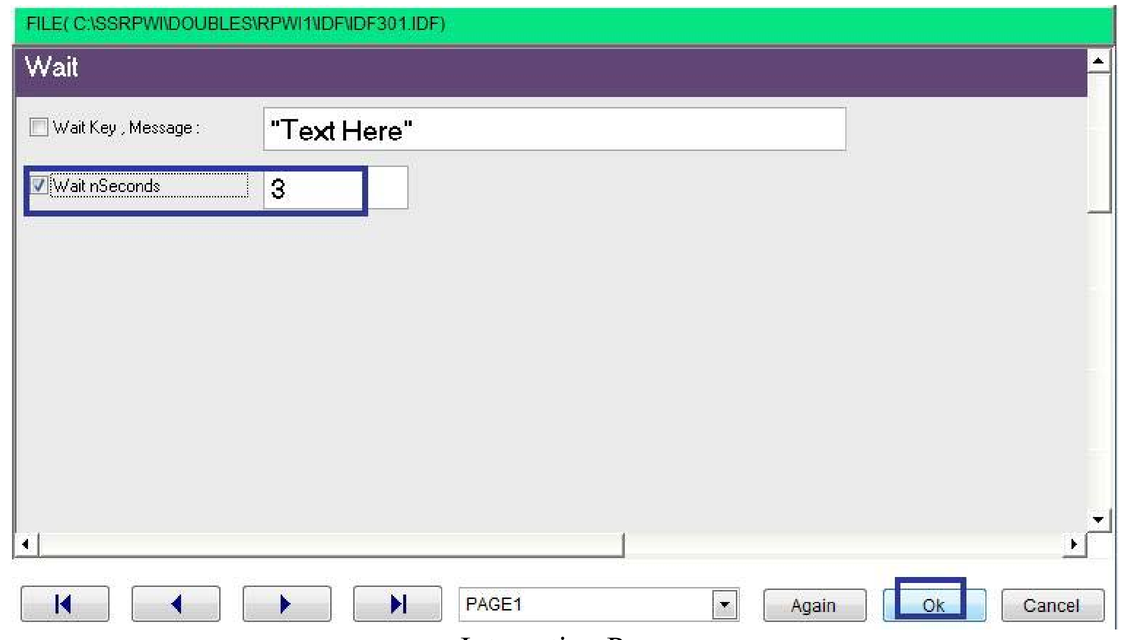
Interaction Page



Steps Tree



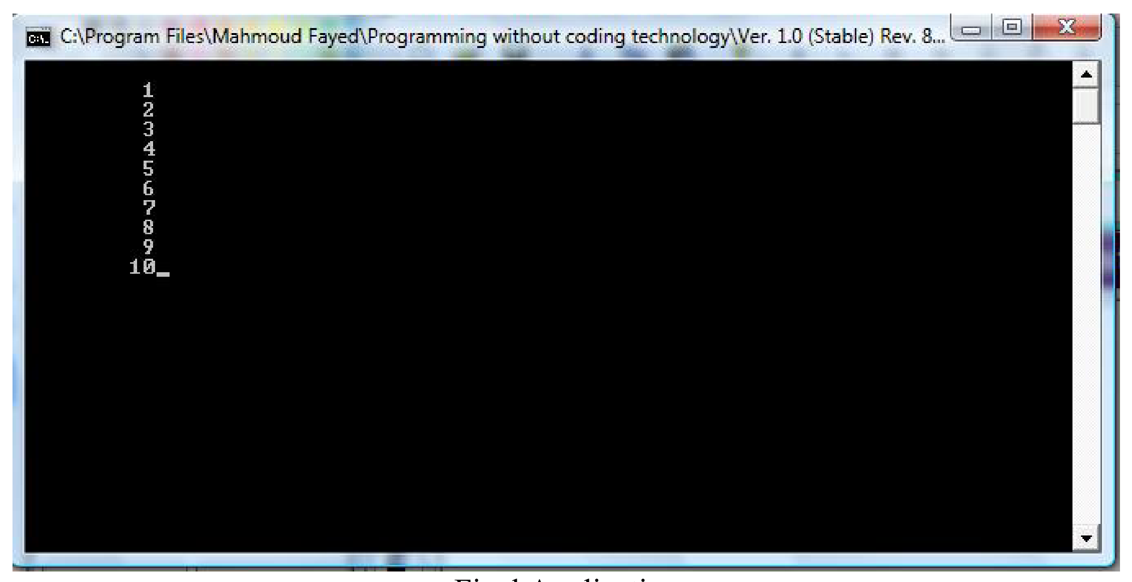
Domain (Console Application) Component (Wait Key/Seconds)



Interaction Page



Final Steps Tree

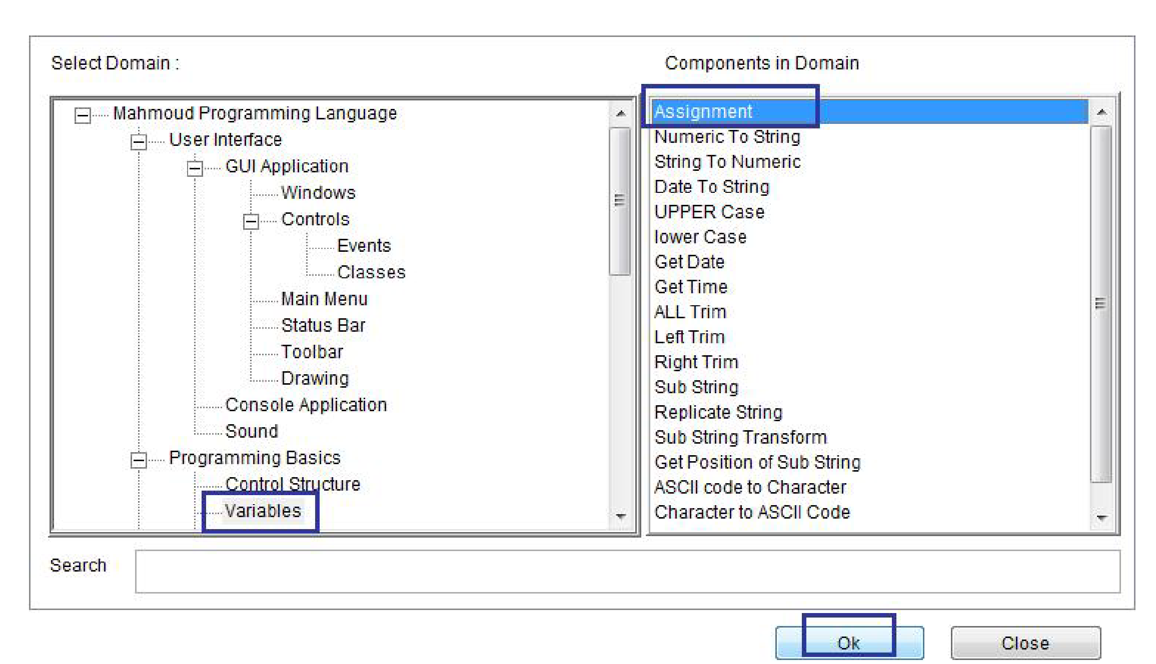


Final Application

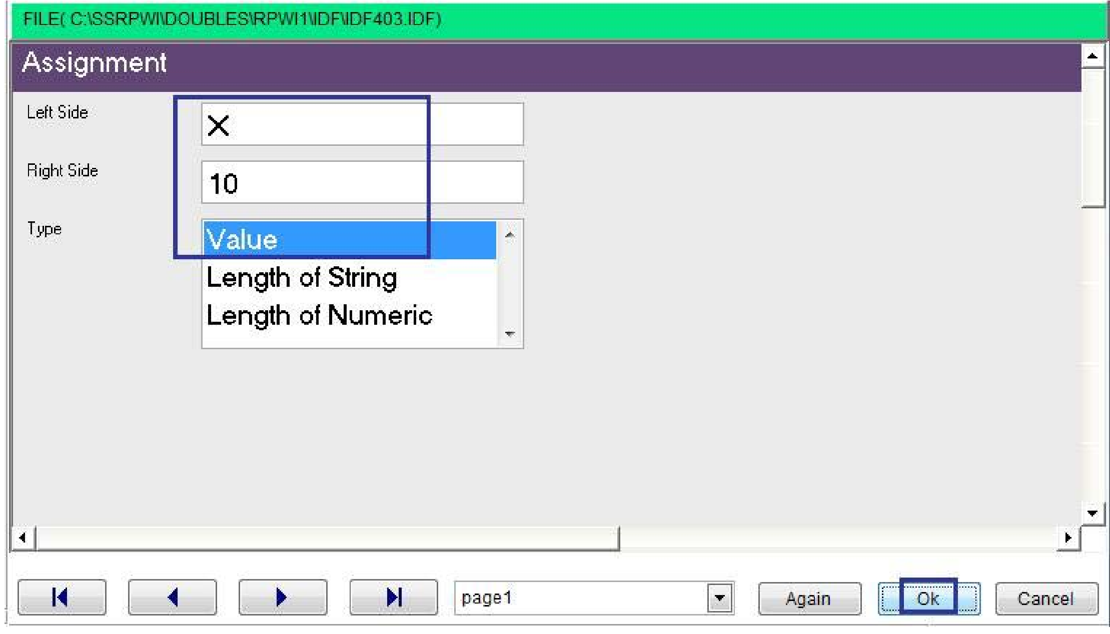
While Loop

- Domain (Control Structure)
- Component (While Loop)

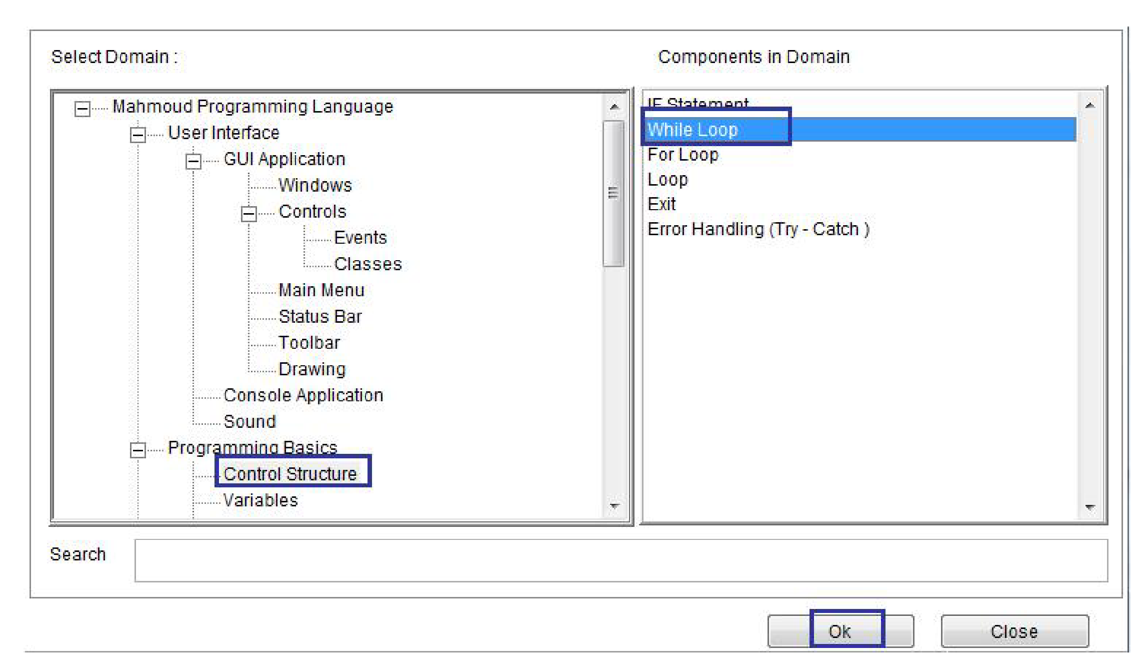
Example - Screen shots:-



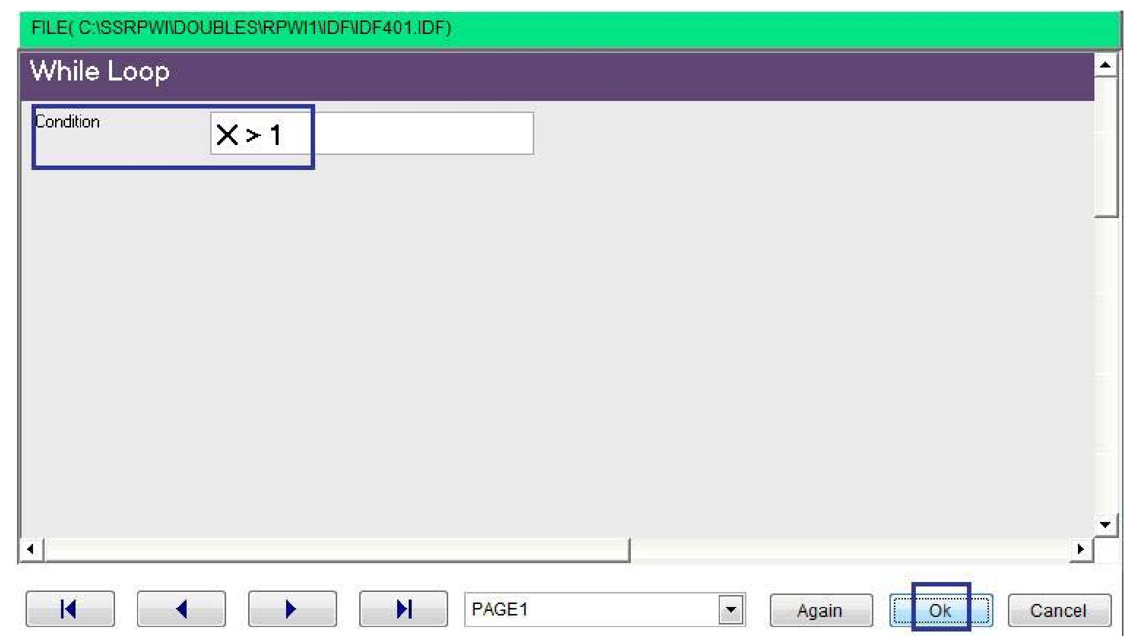
Domain (Variables) Component (Assignment)



Interaction Page



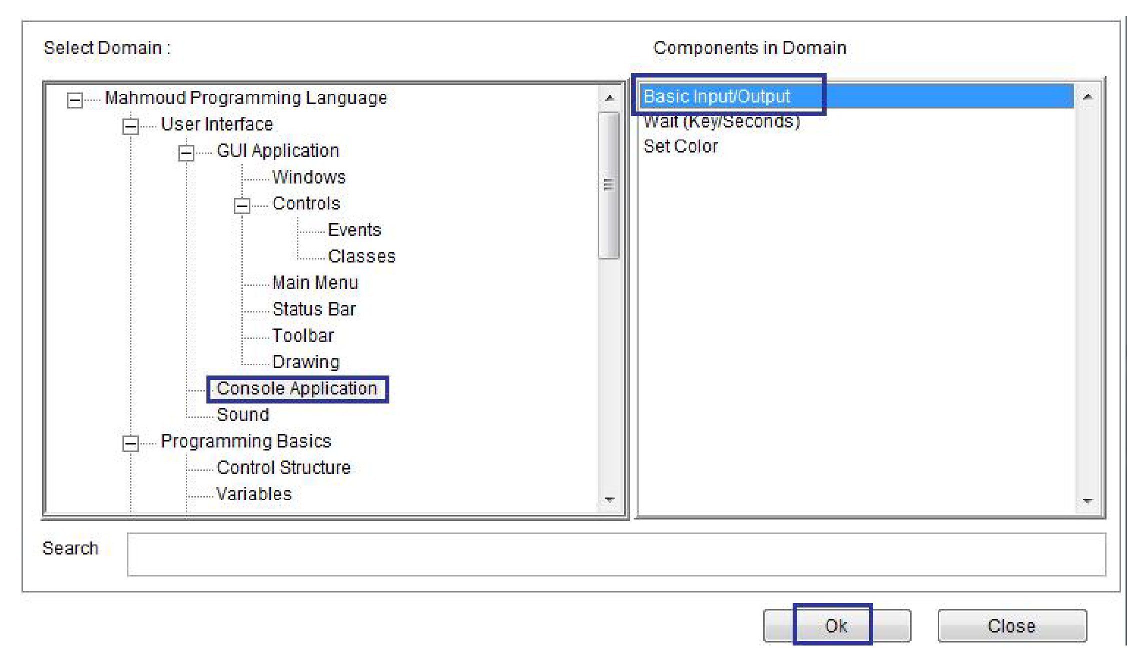
Domain (Control Structure) Component (While Loop)



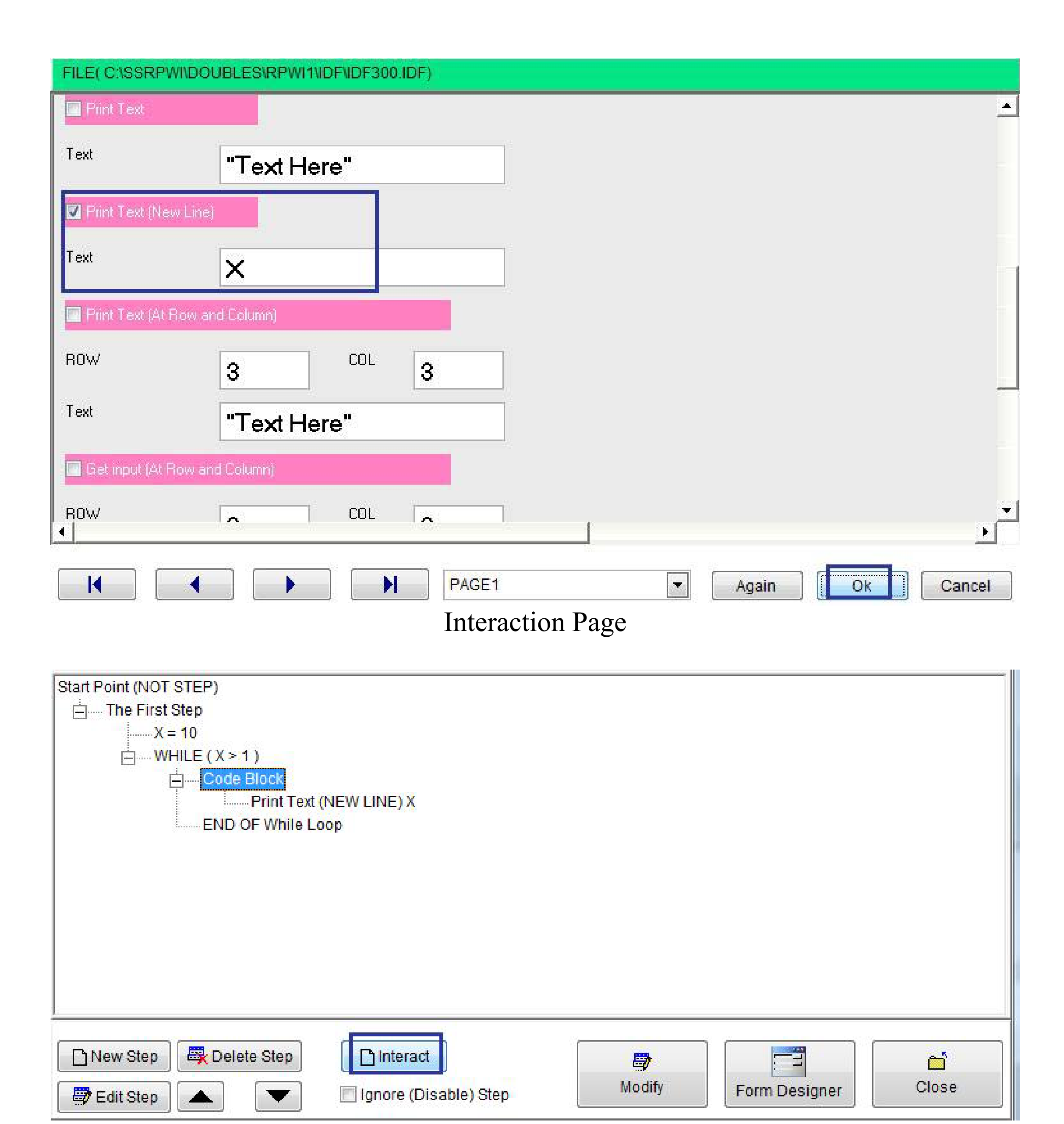
Interaction Page



Steps Tree

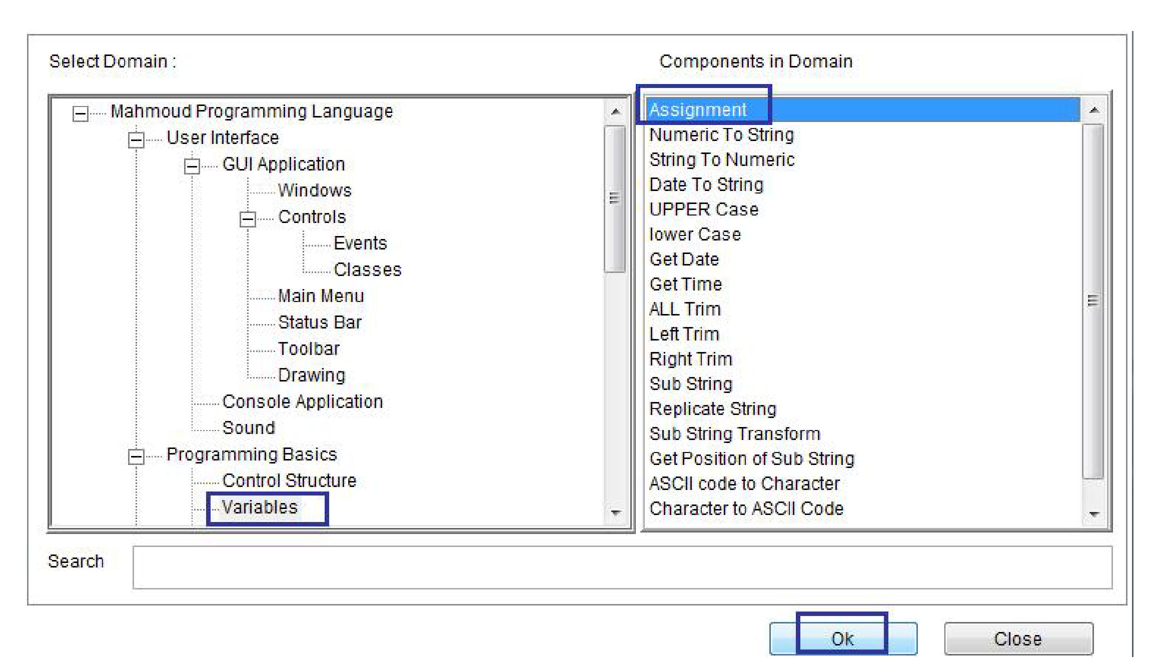


Domain (Console Application) Component (Basic Input/output)

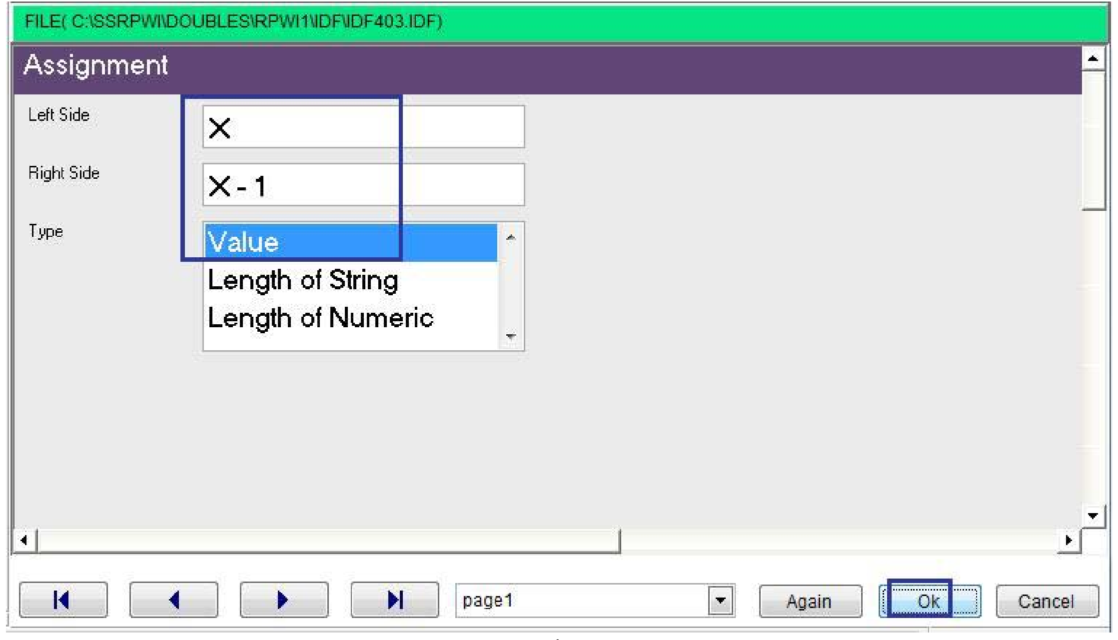


Interaction Page

Steps Tree



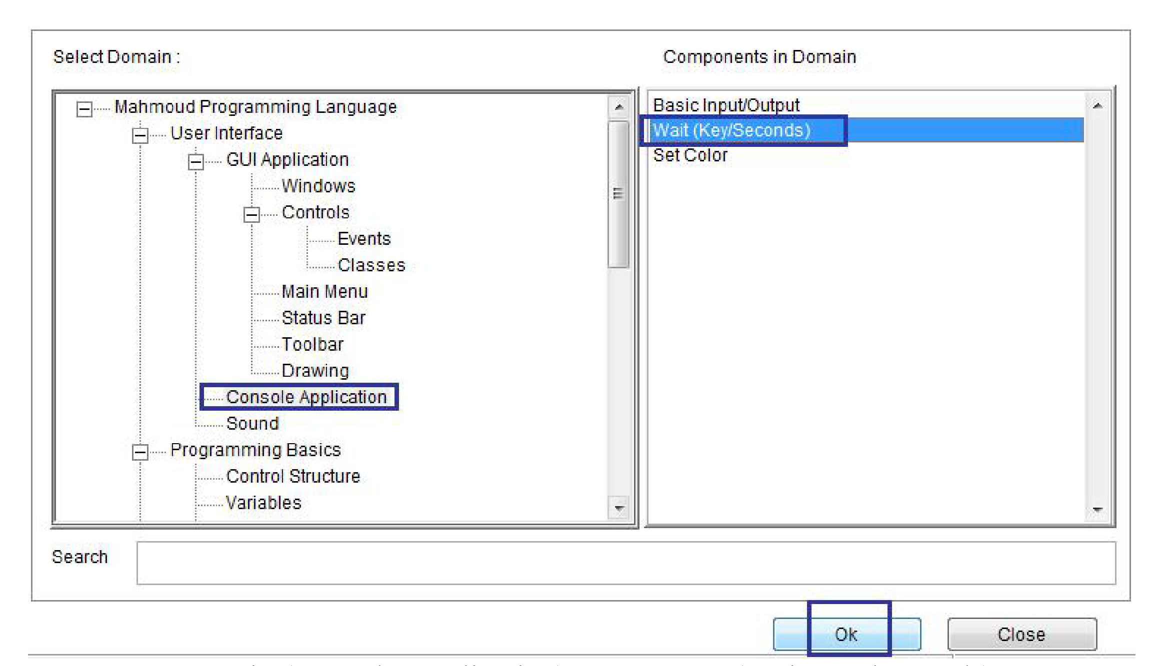
Domain (Variables) Component (Assignment)



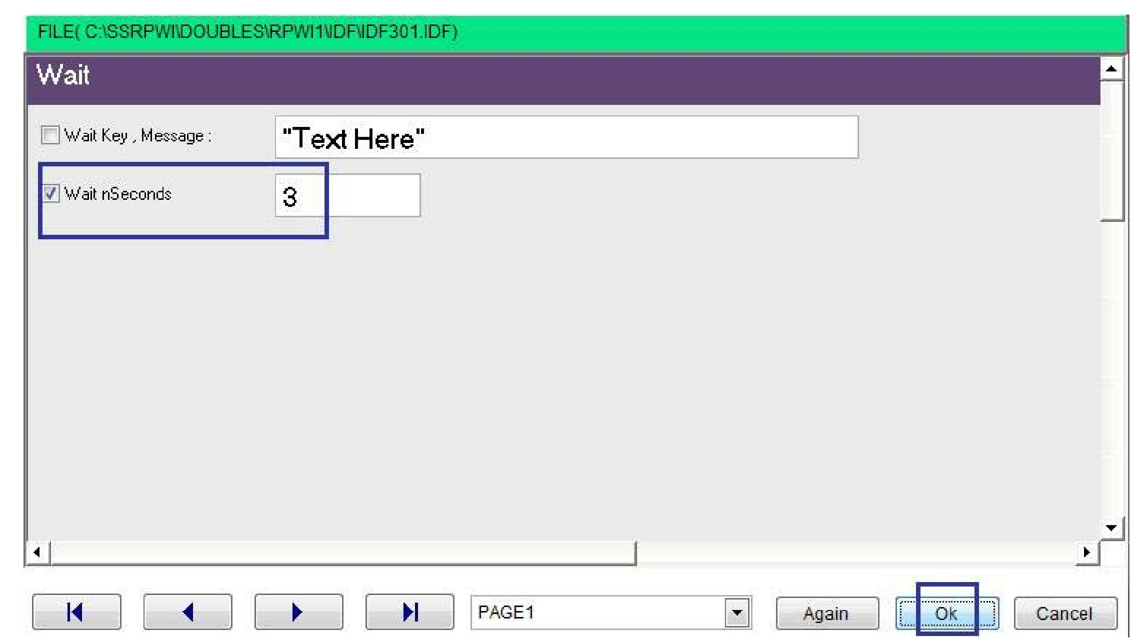
Interaction Page



Steps Tree



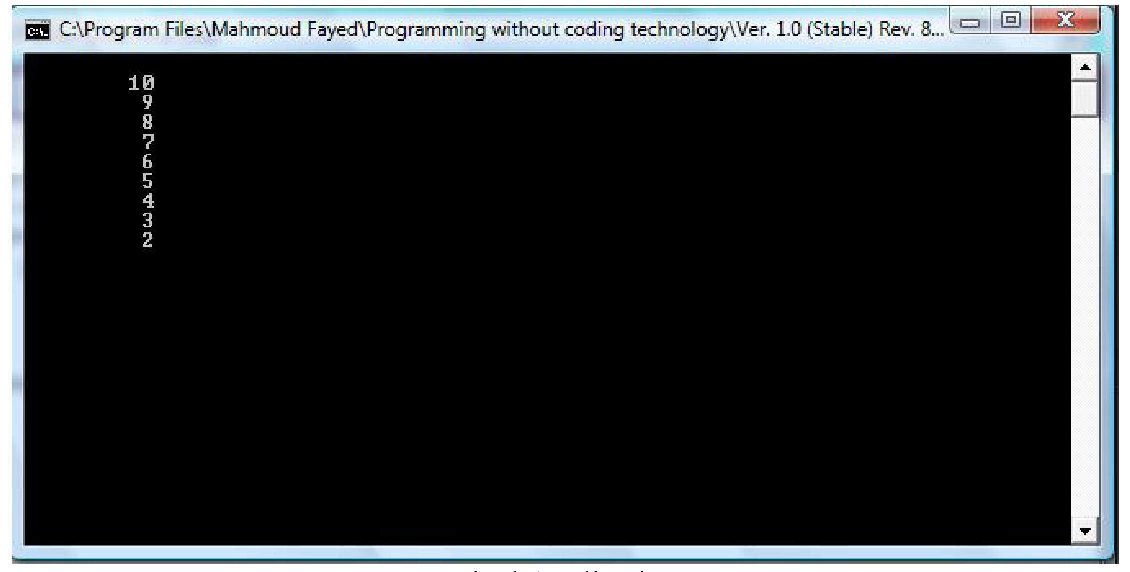
Domain (Console Application) Component (Wait Key/Seconds)



Interaction Page

```
Start Point (NOT STEP)
The First Step
    X = 10
    WHILE ( X > 1 )
        Code Block
            Print Text (NEW LINE) X
            X = X - 1
        END OF While Loop
    WAIT (SECONDS)
```

Final Steps Tree



Final Application

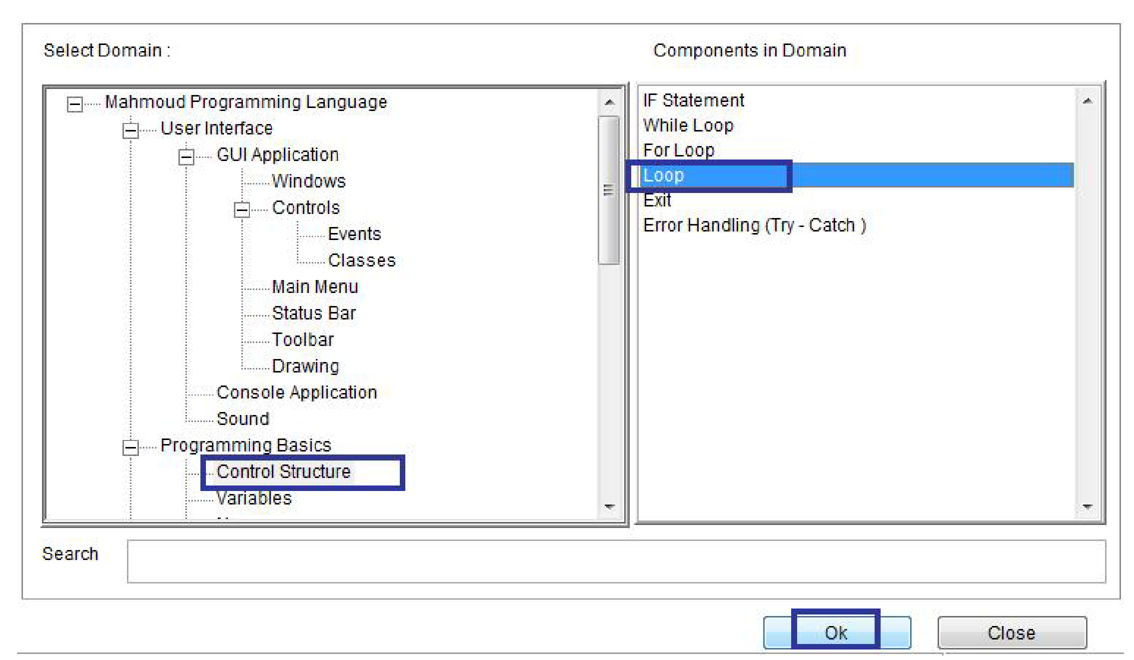
Loop and Exit

Components

- Loop component
- Exit component

Loop Component

- Domain (Control Structure)
- Component Name (Loop)

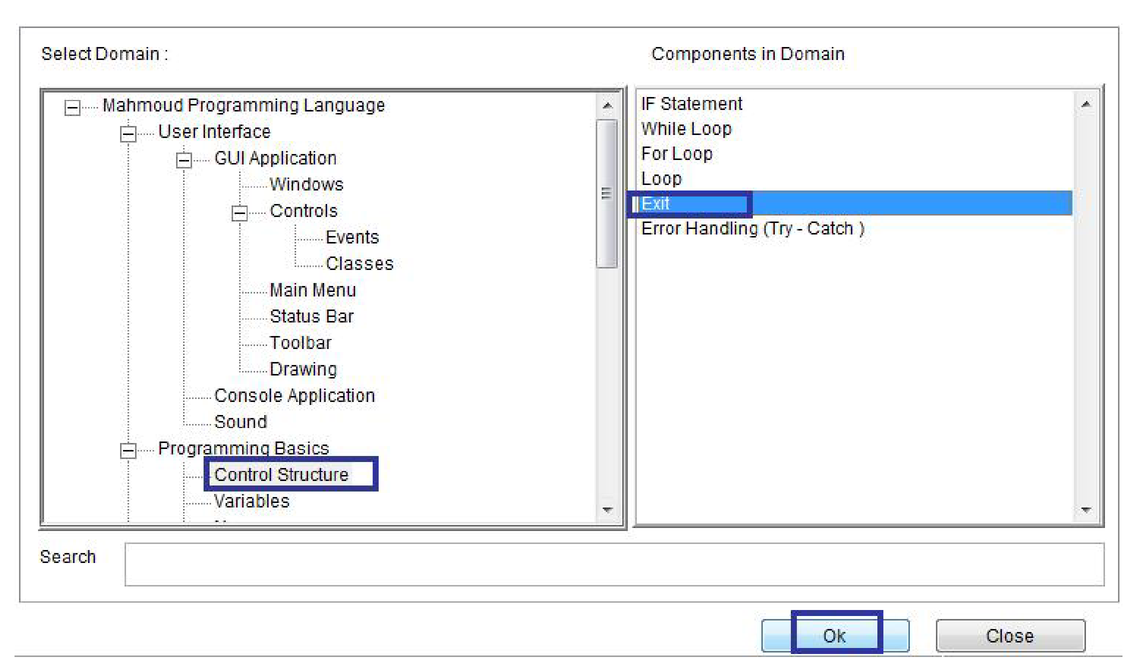


Domain (Control Structure) Component (Loop)

The Loop step restarts the current iteration of the enclosing Loop structure, and if the enclosing loop is a FOR Loop, it changes the loop variable (Increase or decrease) to the value of the next iteration of the loop

Exit Component

- Domain (Control Structure)
- Component Name (Exit)



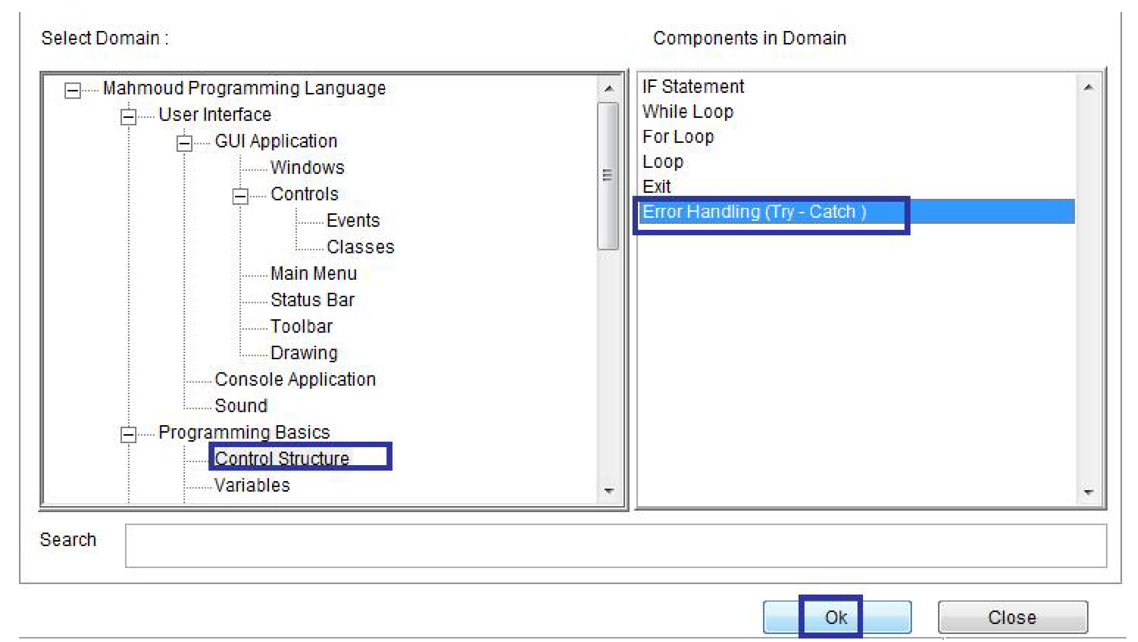
Domain (Control Structure) Component (Exit)

The EXIT step immediately terminates execution of the enclosing loop structure.

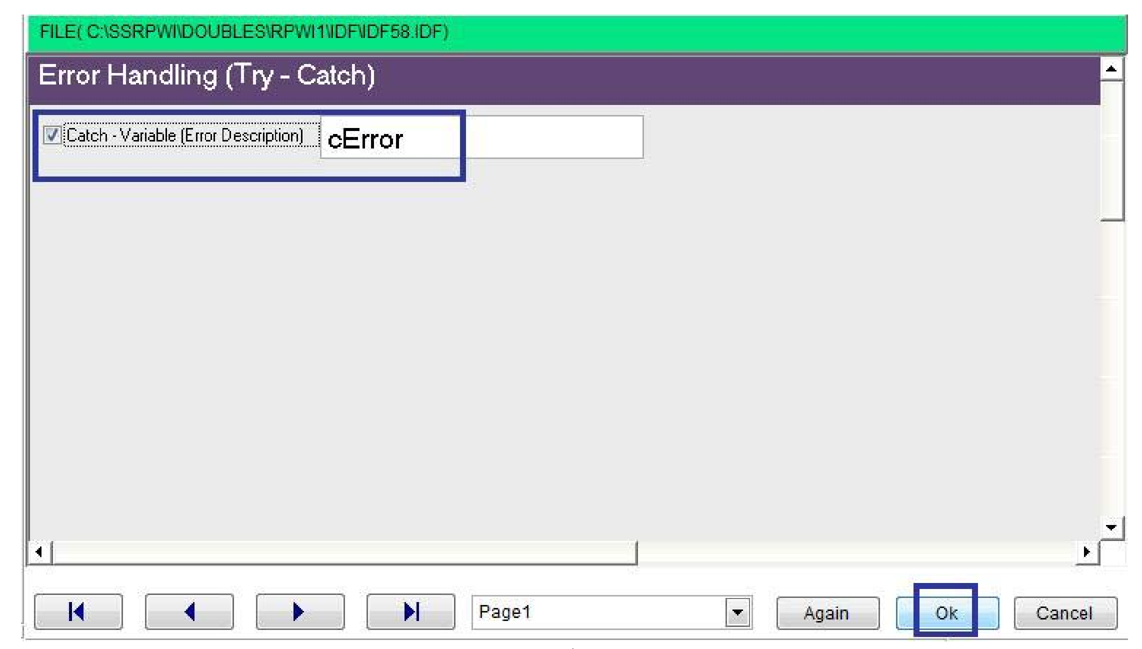
Error Handling (Try – Catch)

- Domain (Control Structure)
- Component Name (Error Handling - Try - Catch)

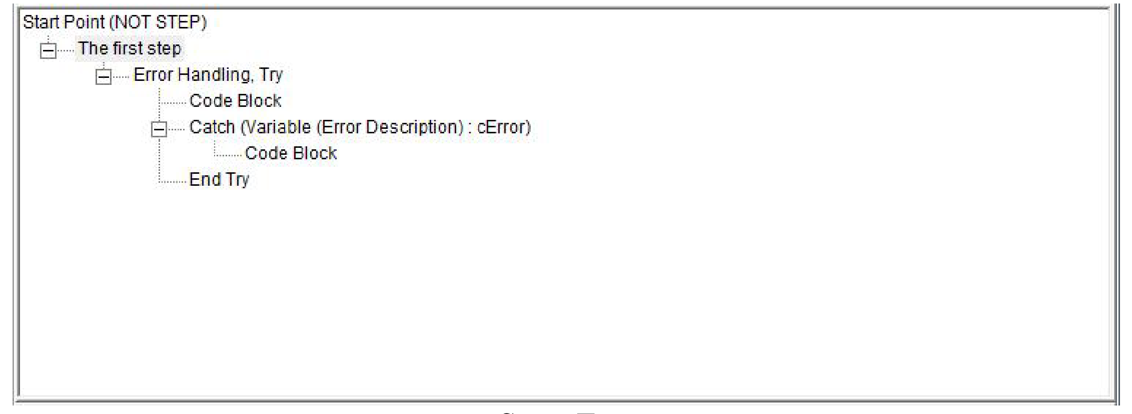
Automatically integrate error handling, so that any error will be intercepted, and recovered by means of the CATCH step or ignored



Domain (Control Structure) – Component (Error handling – try – catch)



Interaction Page



Steps Tree

Memo Variables

Memo variables are multi line strings.

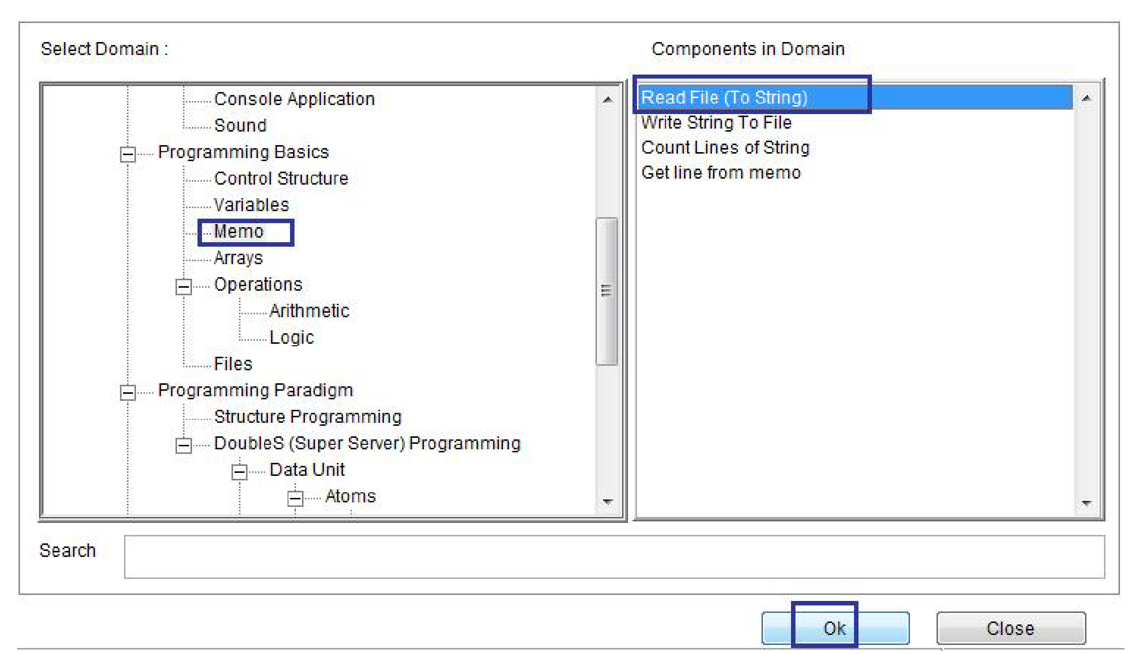
Domain (Memo)
Components:

- Read File (To String)
- Write String (To File)
- Count Lines of String
- Get Line from memo

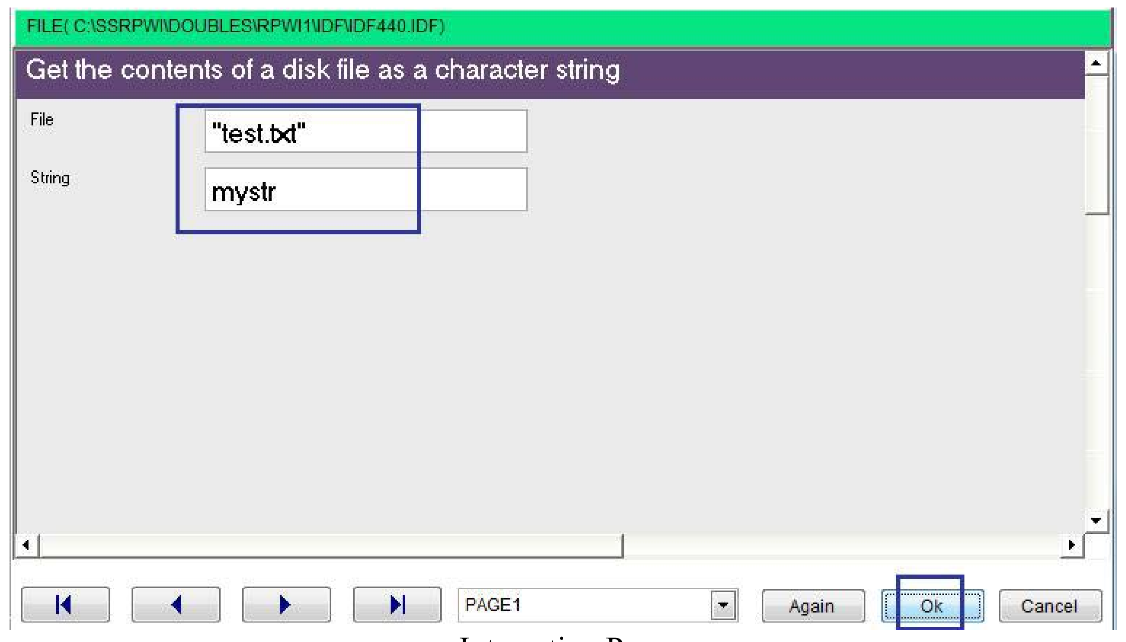
Read File (To String)

- Domain (Memo)
- Component (Read File To String)

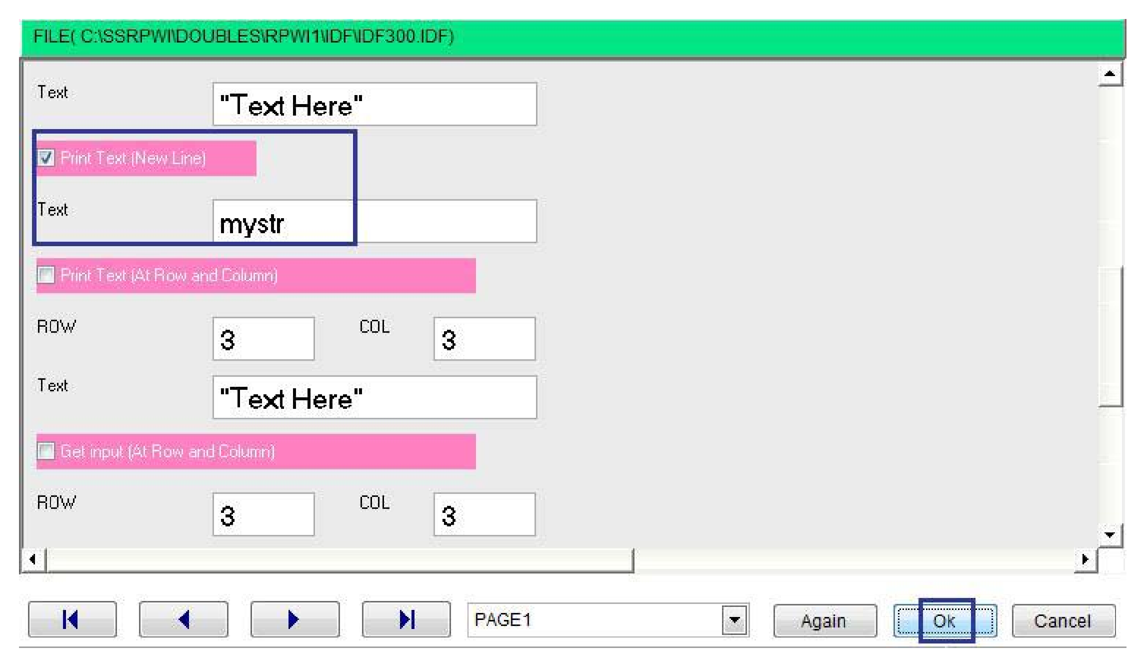
Example - Screen shots:-



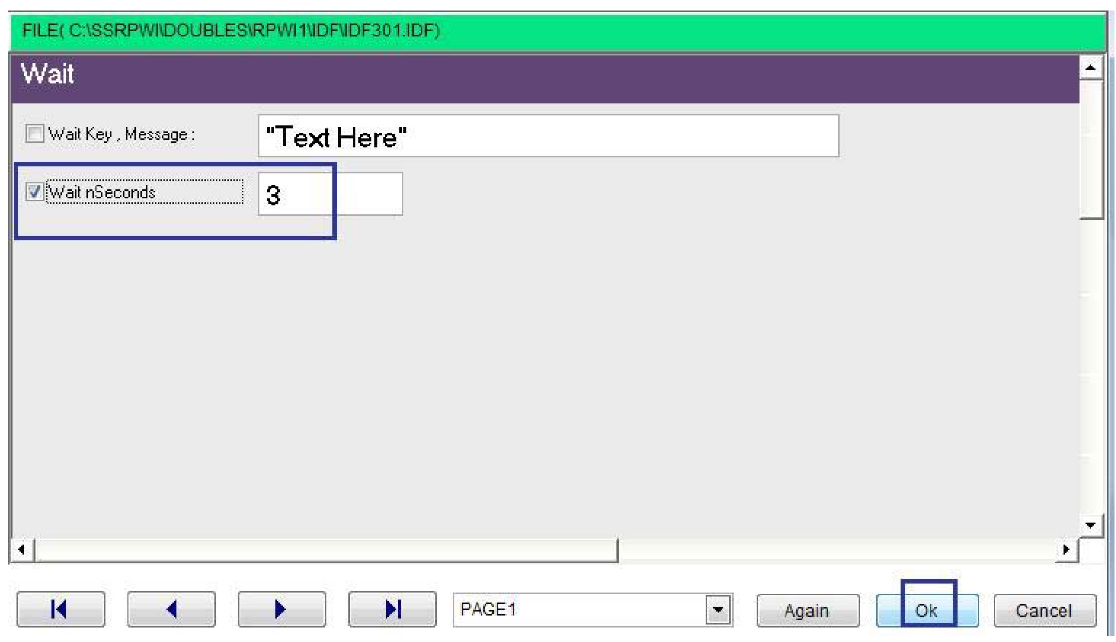
Domain (Memo) Compoennt (Read File To String)



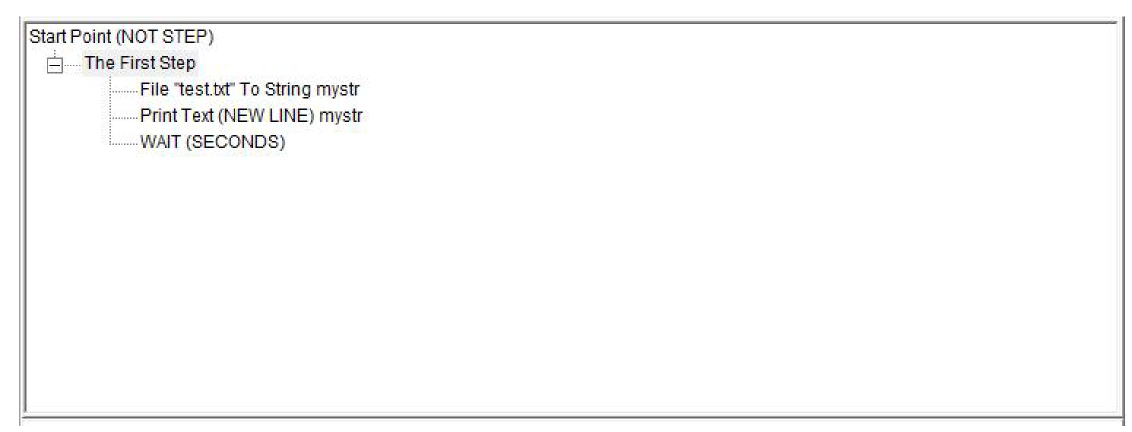
Interaction Page



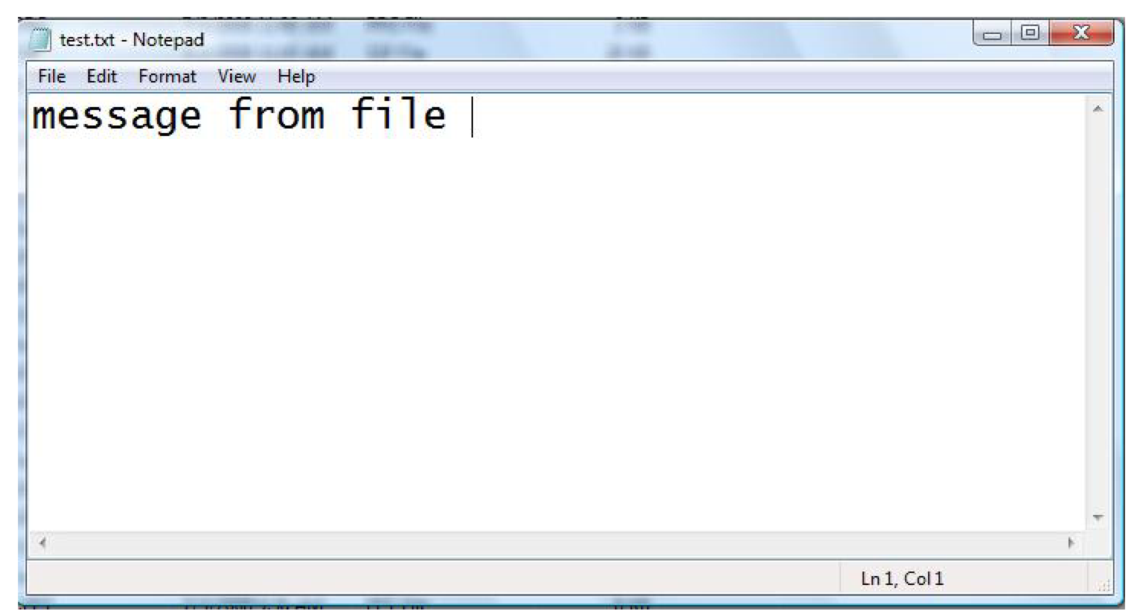
Interaction Page



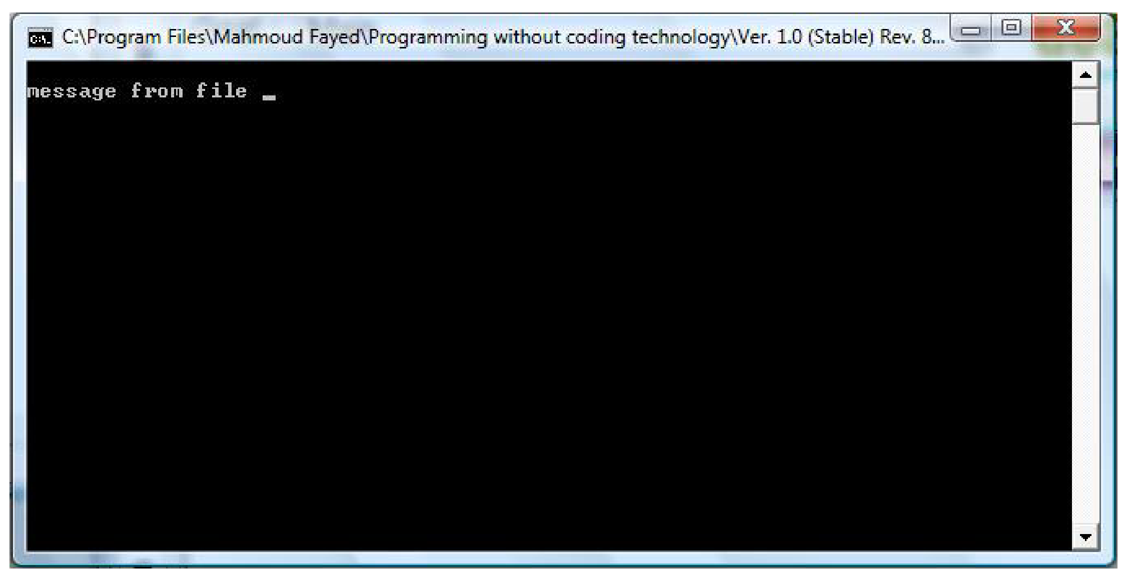
Interaction Page



Steps Tree



File: test.txt

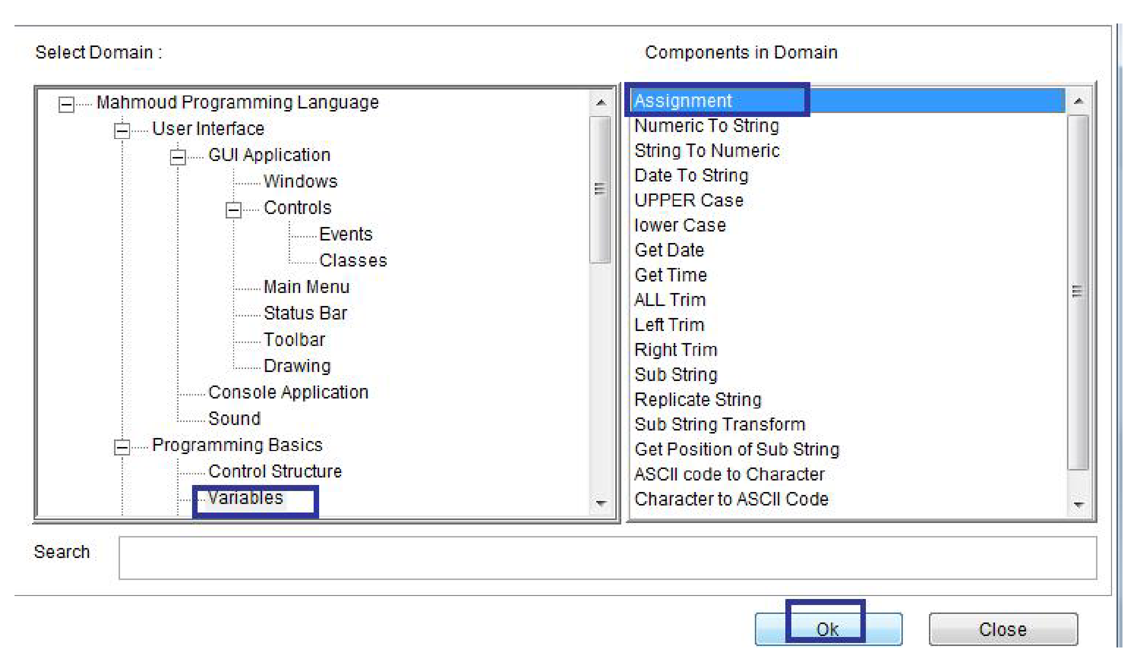


The Final application

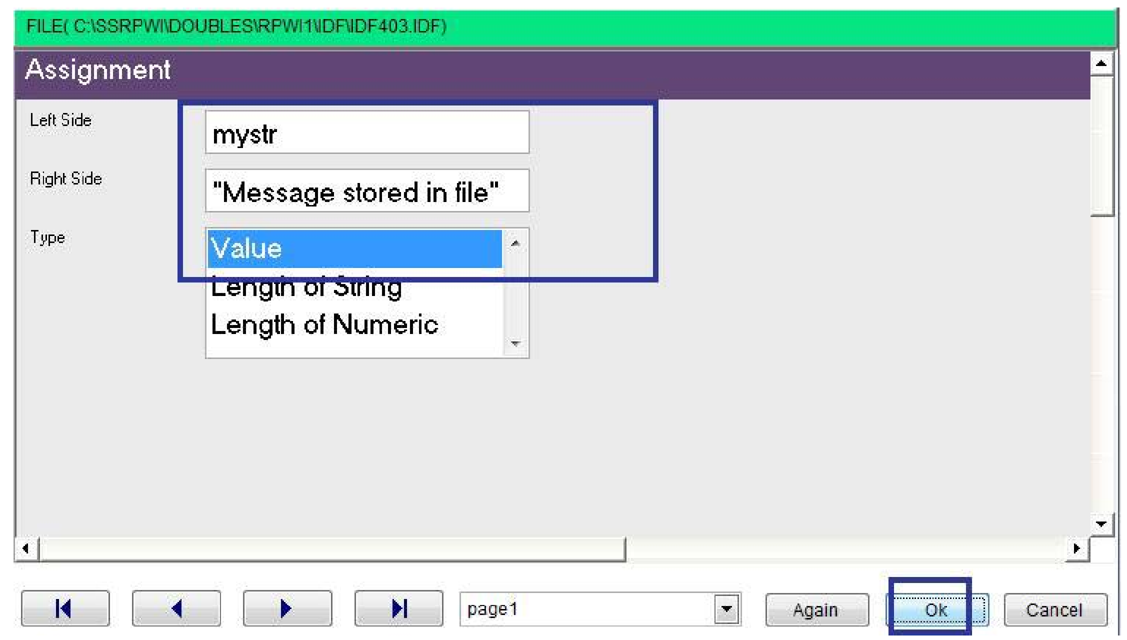
Write string to file

- Domain (Memo)
- Component (Write string to file)

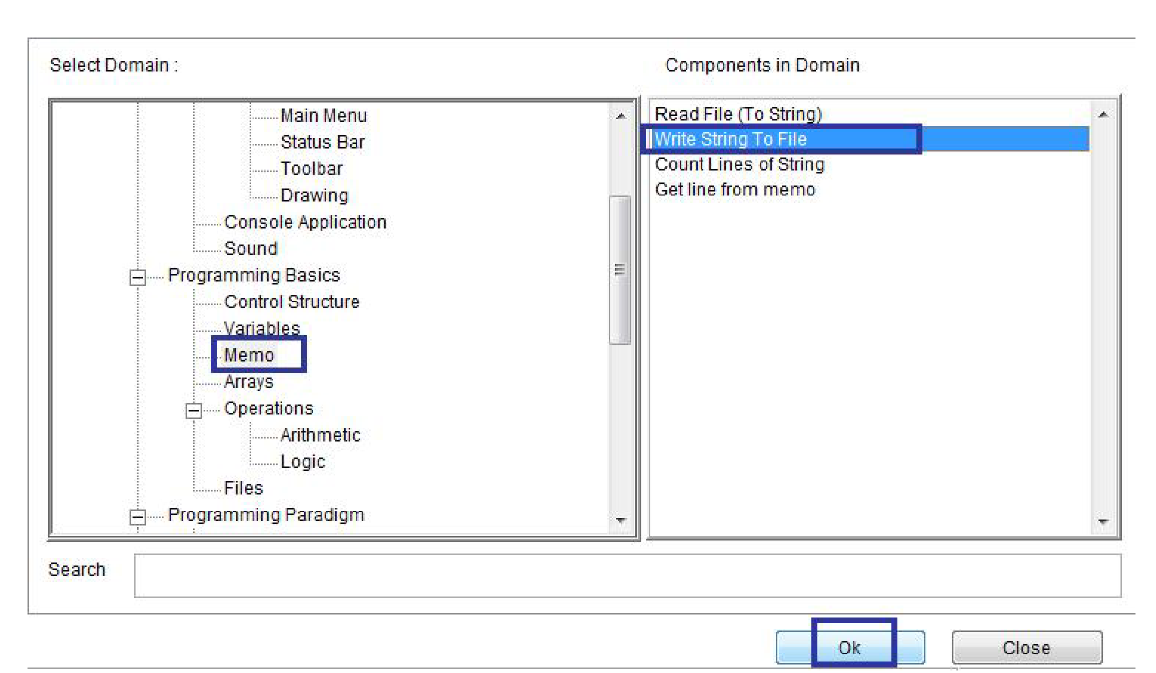
Example - Screen shots:-



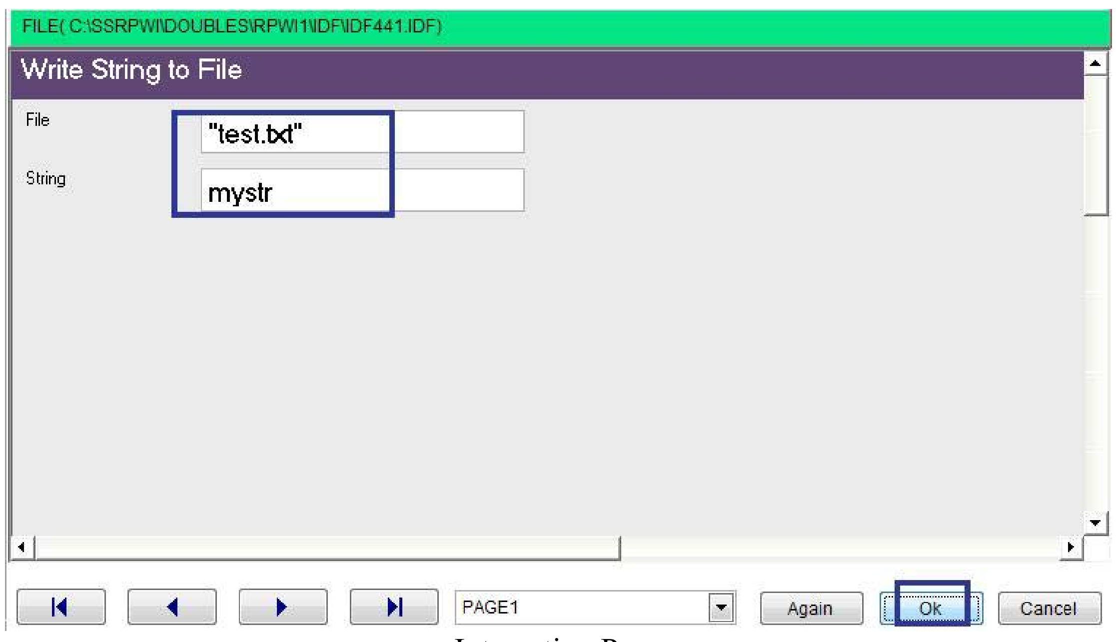
Domain (Variables) Component (Assignment)



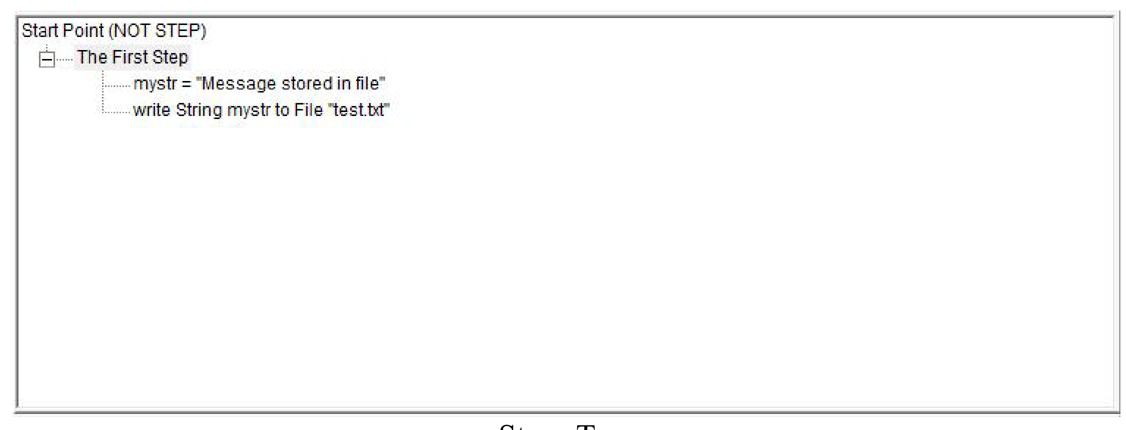
Interaction Page



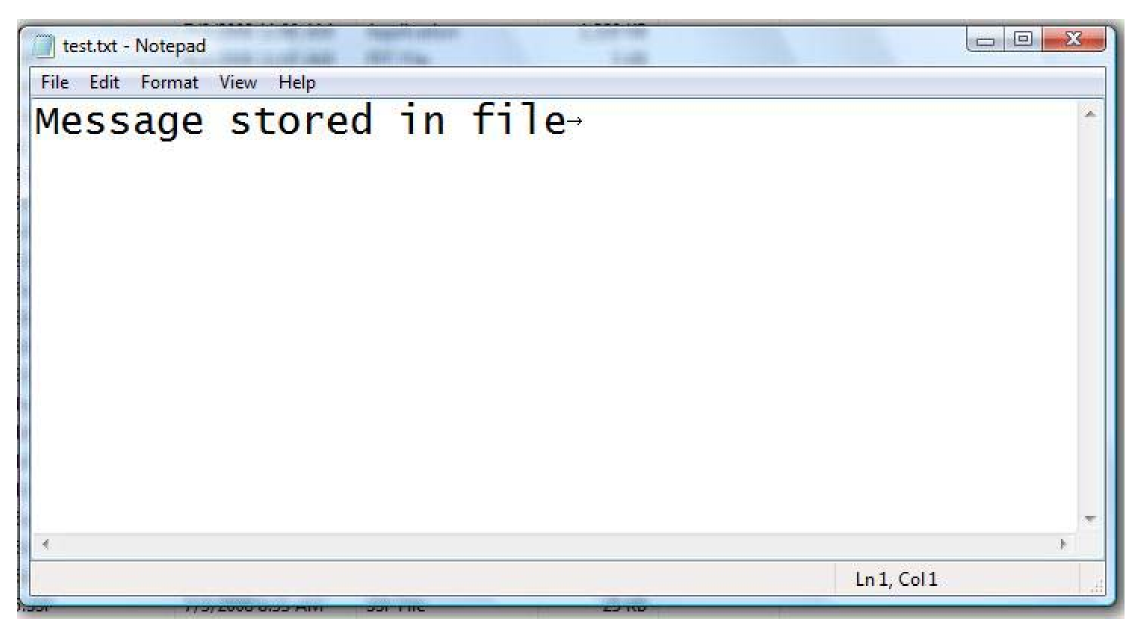
Domain (Memo) Component (Write string to File)



Interaction Page



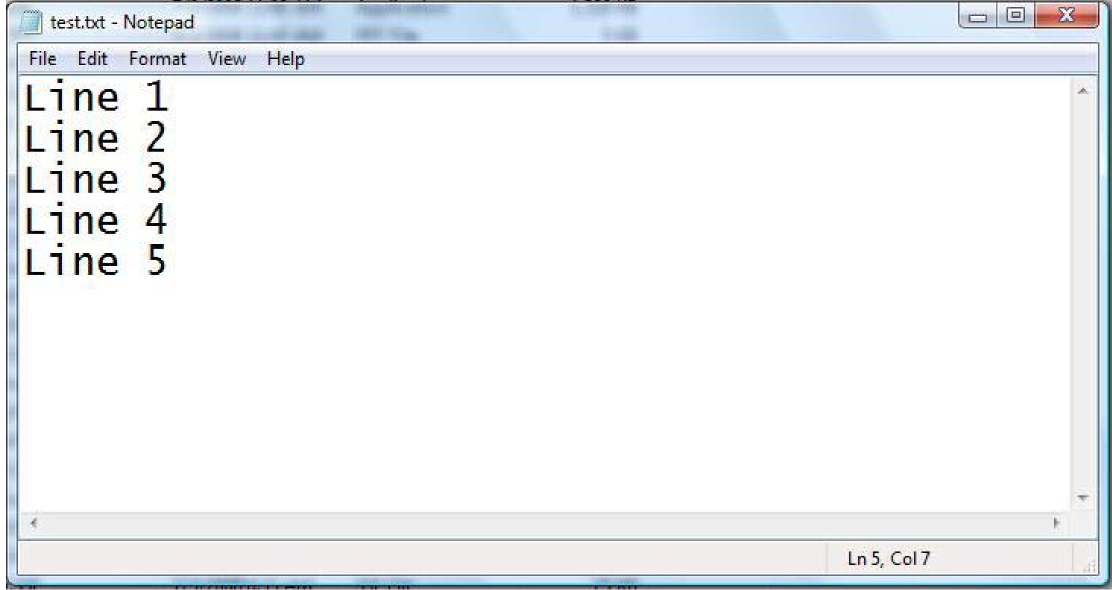
Steps Tree



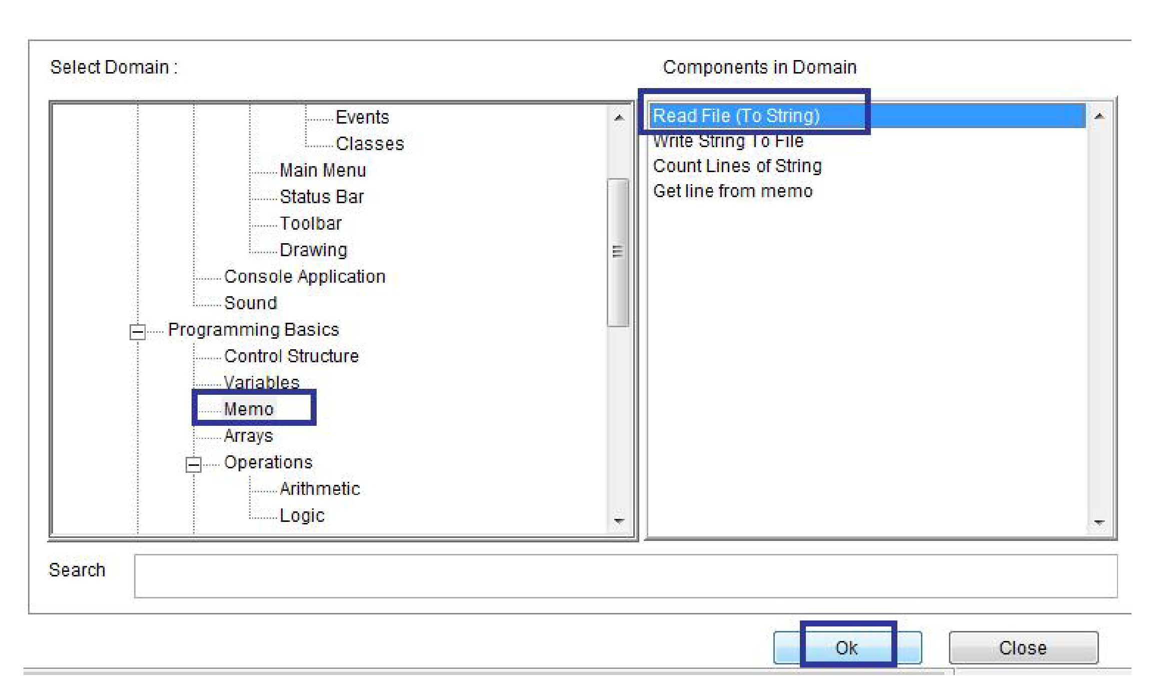
Test.txt

Count Lines of String & Getting Line from Memo

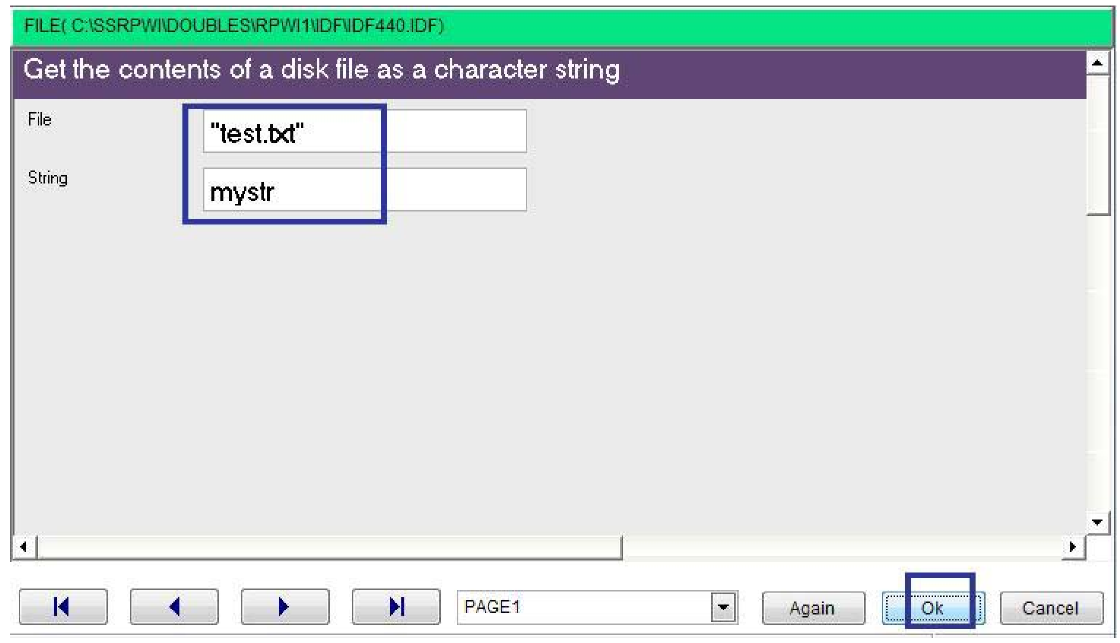
- Domain (Memo)
- Component (Count Lines of String)
- Component (Getting Line From Memo)



Test.txt



Domain (Memo) Variable (Read File to string)



Interaction Page